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Christmas 2000 ■ Issue 16

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SUN	MON	TUE	WED	THUR	FRI	SAT
		<i>SIGN-UP FOR DREAM KRONA</i>		RACE K-2 ZONE BEST LAP 2:52	RACE OFFLINE w/JAY BEST LAP 4:11	<i>RACE OFFLINE w/JAY BEST LAP 1:10</i>
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The biggest first-person shooter on Earth gets the dcm exclusive treatment - read it here first!

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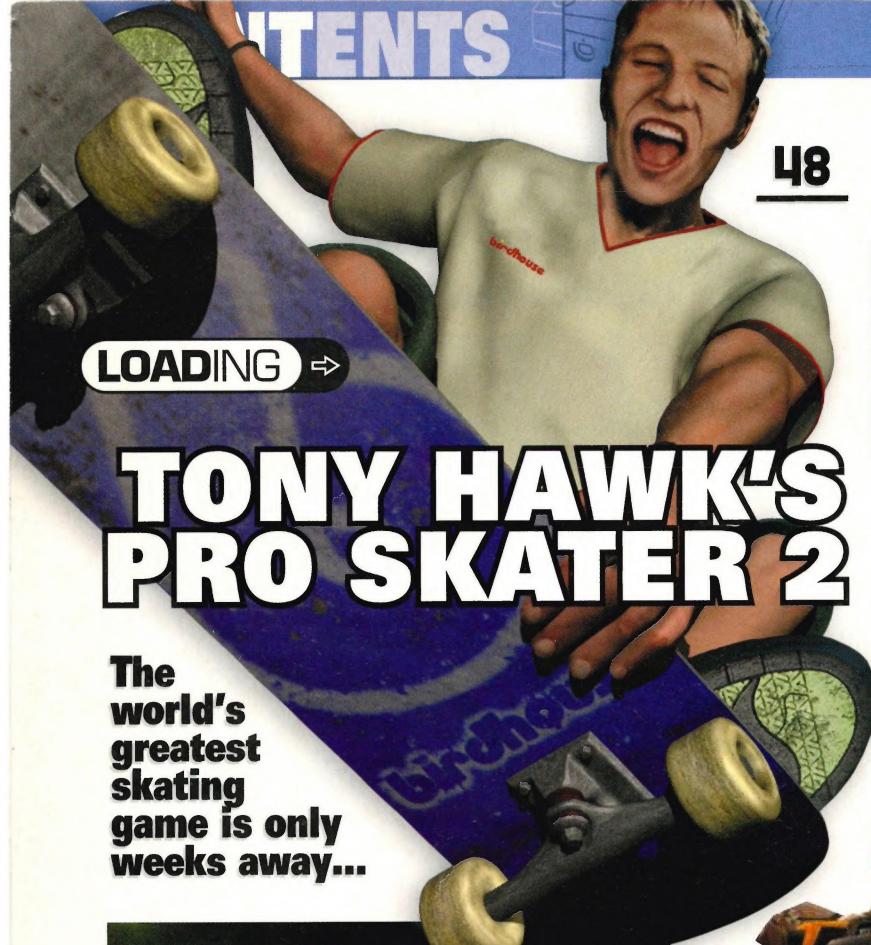
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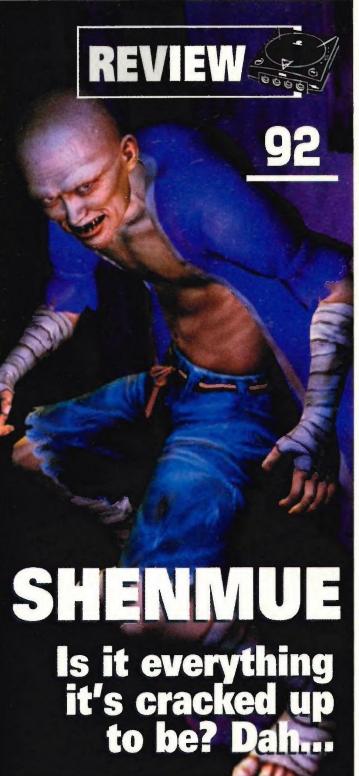
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Aero Wings 1 & 2 (Flight) 6 & 8

Players 1-2 (Reviewed issue 1)

During the first flight you're given 10 different missions to complete. You are to fly your plane through various obstacles and land at the end of each mission.

The second flight has 10 more missions. It's a great game for those who like flying planes.

Rating: 6/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com



Aero Wings 3 (Flight) 8

Players 1-2 (Reviewed issue 1)

This is certainly the best flight game I have ever played. It's a great game for those who like flying planes.

Rating: 8/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com

BEST OF THE REST



Shootin' Stars (Action) 2

Players 1-2 (Reviewed issue 1)

It's certainly the best flight game I have ever played. It's a great game for those who like flying planes.

Rating: 2/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com

BUGGY HEAT



Buggy Heat (Sport) 5

Players 1-2 (Reviewed issue 1)

It's certainly the best flight game I have ever played. It's a great game for those who like flying planes.

Rating: 5/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com

BUST-A-MOVE 4



Bust-a-Move 4 (Puzzle) 7

Players 1-2 (Reviewed issue 1)

It's certainly the best flight game I have ever played. It's a great game for those who like flying planes.

Rating: 7/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com



Burmuda (Strategy) 7

Players 1-2 (Reviewed issue 1)

It's certainly the best flight game I have ever played. It's a great game for those who like flying planes.

Rating: 7/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com

CHEE'S LUV SHACK



Chee's Luv Shack (Strategy) 6

Players 1-2 (Reviewed issue 1)

It's certainly the best flight game I have ever played. It's a great game for those who like flying planes.

Rating: 6/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com

CHU CHU ROCKET



Chu Chu Rocket (Strategy) 8

Players 1-2 (Reviewed issue 1)

It's certainly the best flight game I have ever played. It's a great game for those who like flying planes.

Rating: 8/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com



Crazy Taxi (Puzzle) 9

Players 1-2 (Reviewed issue 1)

It's certainly the best flight game I have ever played. It's a great game for those who like flying planes.

Rating: 9/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com

BLUE STINGER



Blue Stinger (Action) 8

Players 1-2 (Reviewed issue 1)

It's certainly the best flight game I have ever played. It's a great game for those who like flying planes.

Rating: 8/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com

DEAD OR ALIVE 2



Dead or Alive 2 (Action) 8

Players 1-2 (Reviewed issue 1)

It's certainly the best flight game I have ever played. It's a great game for those who like flying planes.

Rating: 8/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com



Dave Mirra's Freestyle BMX (Sports) 7

Players 1-2 (Reviewed issue 1)

It's certainly the best flight game I have ever played. It's a great game for those who like flying planes.

Rating: 7/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com

DEADLY SKIES



Deadly Skies (Action) 6

Players 1-2 (Reviewed issue 1)

It's certainly the best flight game I have ever played. It's a great game for those who like flying planes.

Rating: 6/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com



Dragon's Blood (Action) 7

Players 1-2 (Reviewed issue 1)

It's certainly the best flight game I have ever played. It's a great game for those who like flying planes.

Rating: 7/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com

DYNAMITE COP



Dynamite Cop (Action) 6

Players 1-2 (Reviewed issue 1)

It's certainly the best flight game I have ever played. It's a great game for those who like flying planes.

Rating: 6/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com

ECCO THE DOLPHIN



Ecco the Dolphin (Action) 9

Players 1-2 (Reviewed issue 1)

It's certainly the best flight game I have ever played. It's a great game for those who like flying planes.

Rating: 9/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com



Ecco 2 (Action) 8

Players 1-2 (Reviewed issue 1)

It's certainly the best flight game I have ever played. It's a great game for those who like flying planes.

Rating: 8/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com

INTERNATIONAL TRACK & FIELD



International Track & Field (Sports) 8

Players 1-2 (Reviewed issue 1)

It's certainly the best flight game I have ever played. It's a great game for those who like flying planes.

Rating: 8/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com

EVOLUTION



Evolution (Action) 4

Players 1-2 (Reviewed issue 1)

It's certainly the best flight game I have ever played. It's a great game for those who like flying planes.

Rating: 4/10 (Reviewed issue 1)

Price: £19.99 (Reviewed issue 1)

Available from Dreamcast.com

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Could this be the first decent DC footy game?

84 METROPOLIS STREET RACER

REVIEW

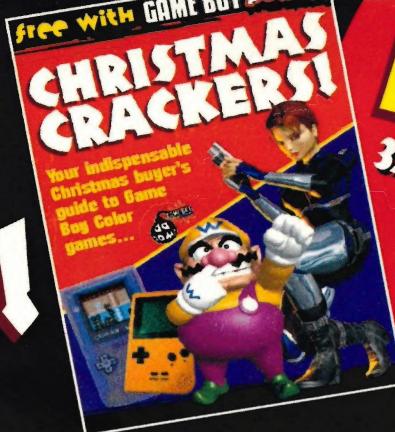
It's been a long time coming, but Bizarres' masterpiece really was worth the wait

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SPIDER-MAN, ISS 2000, PO-

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THE VAMPIRE SLAYER, JUN-

DISNEY'S ALADDIN AND A

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INSPECTOR GADGET AND MUCH,
MUCH MORE!**

Christmas 2000 • Issue 16

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published by

Quay Magazine Publishing Ltd

22 Strand Street, Poole,

Dorset BH15 1SB

Tel: (01202) 679000

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subscriptions & back issues
 The subscription rate for 13 issues is £26 (UK),
 £35 (EU) & £65 (World) subs@quaynet.co.uk

distributed by
 Seymour Distribution

Cover artwork supplied by
 Infogrames

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DCM

DREAMCAST MONTHLY

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the dcm team

Cool, calculated and as cunning as a fox in foliage. The dcm team play the crap games so you don't have to...

**Richard Grace**

Group Art Editor

Ricky was unlucky enough to have his car stolen the other week, only for it to turn up down the road. The police are hunting three youths sporting yellow Fubu jackets, a screwdriver and rubbish taste in cars...

Game of the month

Quake III

Still playing With his Astra 1.6GL

Last heard saying

"If I get my hands on..."

**Saul Trewern**

Solutions Editor, Contributor

There's very little to report on the Saul front this month. He's been very quiet in his corner. Perhaps too quiet. Maybe it's got something to do with 'Uncle Stella' - he's been visiting quite a lot lately...

Game of the month

Metropolis Street Racer

Still playing Ferrari F355 Challenge

Last heard saying

"I'm da driving game daddy [hic]!"

**Ian Osborne**

Sub Editor, Contributor

Ian must be relying on his stock of freebie T-shirts to last him through several months of missed wash days. This is his favourite - it complements his new hard man image you know...

Game of the month

Silent Scope

Still playing Le Mans 24 Hours

Last heard saying

"Your name's not down..."

**Simon Brew**

Freelance Journo

Ah, the hilarious Mr Brew. When he's not cracking unsightly jokes about Syphilis, he's cramming the magazine full of quality items. Check out his special on Unreal Tournament this month - it's the way he tells 'em...

Game of the month

UEFA Dream Soccer

Still playing Power Stone (still!!)

Last heard saying

"What's green and eats balls?"

**Greg Howson**

Freelance Journo

Bless. Another wedding in the ranks. Greg's 'wedded bliss' is due to commence at the end of November, and we'd like to wish him lots of luck in his new role as 'man of the house' - we've got a feeling he's going to need it...

Game of the month

Quake III

Still playing Half-Life

Last heard saying

"I am the frag master!"

out with the old

Contrary to popular belief, it's been quite a successful year for the Dreamcast. Sega has announced sales in excess of expectations and in retrospect, things have been on the up for quite some time now. They've managed to engineer, through a mixture of good tactics and sheer luck, a solid shot at a successful Christmas. Of course, with a release schedule as packed with top-notch software as Sega's, it's little wonder really.

So, this being the case, why are we still cursed with overdue ports that seem to materialise up to a year after their original releases? In the early days, it made sense. These games were cheap to bang out, played well and bolstered the Dreamcast's underweight back catalogue. But now, when we've got the likes of Virtua Tennis and Power Stone 2 on one end of the shelf, do we really need golden-oldies like Resident Evil 2 on the other?

Of course, in some cases, it makes perfect sense. No one will argue with a game the quality of Quake III Arena (Page 62), as Dreamcast brings online gaming to the masses that can't afford a good PC. Likewise, Half-Life (which has now slipped to early 2001 - bugger) will reach us suitably enhanced from the ageing original. But this issue we preview a couple of games which, whilst it's nice to have them, we can't help feeling have arrived simply too late. They are Resident Evil 3 and Dino Crisis, the latter arriving at a time when its PlayStation sequel has already hit the shelves. Surely we should be having that, rather than a long-overdue conversion of a game that's reaching its first birthday? Don't get us wrong; the games in question are good additions to the DC catalogue, and it's better to have them than to not. But it's about time some ideas were bucked up. Until the end of November, the Dreamcast has been the most powerful games console on the market. It's certainly the choice this Christmas and it frankly deserves a damn sight better than it's getting from some publishers.

So there.

Oh, and merry Christmas. I hope you like our present. To quote Ninja Tune's front man, it's kinda like a 'funky technicolour escape-pod fuelled by stealth'. We, on the other hand, just think they're banging tunes...

Russell

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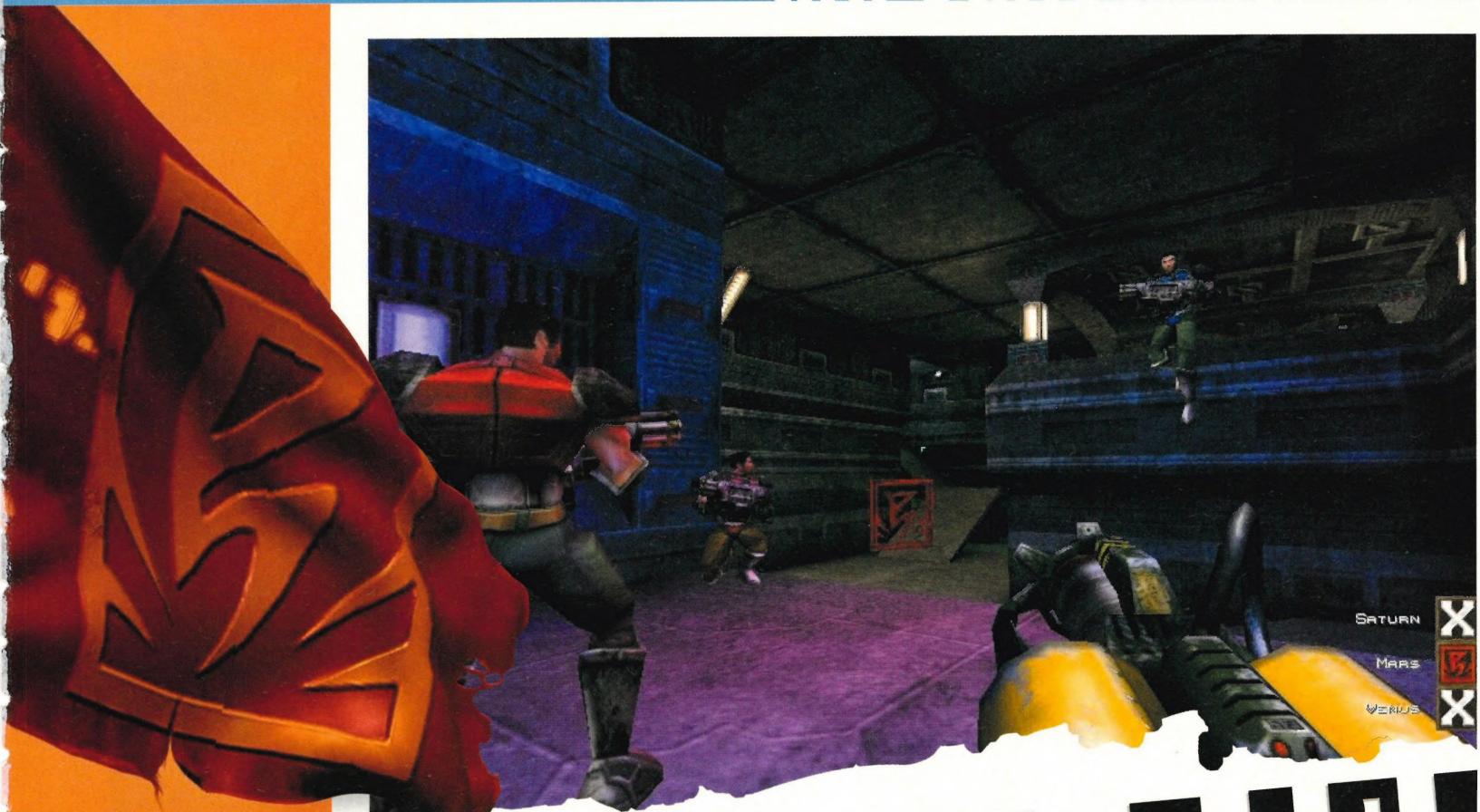




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UNREAL TURNT TODAY

WE GOT SHOT AT US. WE MISSED
WITH US. AND EVENTUALLY, HE SHOT US. JUST AN AVERAGE
DAY FOR SIMON, DCM'S TEST-LOOKIN' AND GUITTIN'
DOUBTLESS WHO WAS STRANGELY KEEN TO PUT TOGETHER THIS
SPECIAL TEST-LOOKIN' PREVIEW...



BALDUR'S

We love it, we really do. For months we've bleated on about online gaming on the Dreamcast, and what a right royal farce it's been. Temporarily satiated by a free copy of Chu Chu Rocket, we wondered if Sega would ever give us something truly substantial to play online. And they're making us eat our words.

A FIRST-PERSON BLASTATHON INVOLVING MUCHO VIOLENCE AND SOME FANTASTIC LEVELS

In this case, they're assisted by champions of the Dreamcast, Infogrames, who has supported the machine since day one. But never has it made such a substantial contribution to the machine as the day next year when they release Unreal Tournament.

SO WHAT IS IT?

In a nutshell, Unreal Tournament is the serious rival to Quake III, a first-person blastathon involving mucho violence and some fantastic

levels. Played at a slightly slower pace, the extra split second allows for extra tactical manoeuvrings, but without compromising the action element. For this writer at least, it was 1999's finest gaming achievement, and the time taken to bring it to the Dreamcast online gaming arena will hopefully result in a similar masterpiece for the Sega.

The plot behind the game - for there is one you know - moves us into the future. Make sure



THE NECESSARY SKILLS



Minigun

Ever wanted to break into the gaming industry and work for a team such as Secret Level? Here's what they say you need to do to stand a chance of achieving such a goal...

"Obviously you need some sort of gaming-related skills. Either you program, draw, or design. If you can't do any of those things, you're out of luck (and should probably consider another line of work!). Also, you have to be passionate about games. And not just, 'I like games'. You have to LOVE games. You would think that this couldn't possibly pose a problem in this industry, but oh my God you wouldn't believe some of the stuff I hear in interviews. 'My favourite game is Asteroids.' Asteroids? Are you kidding me? I prefer the hardcore gamers. You have to be able to tell me exactly what makes one game good and the other not. If I said, 'Tell me about QIII and UT' what would you say? Would you say that QIII looks better, or would you say that you can dodge in UT? Most people say the former. I want the latter."

Yikes. We make a mean cup of coffee, if that helps?



you've got some
suitably moody music
on in the background as
you read this (although you'll
have to supply the husky voice
yourself). In 2291 our story starts, with
an attempt to control violence among
deep space miners (they're known for their

OUR FIRST GOAL WAS TO MAKE THE GAMEPLAY LIKE GOLDENEYE, AS FAR AS CONTROLS WERE CONCERNED

temper tantrums), no-holds-barred fighting was legalised. True UT fans will realise we're halfway through the opening sequence here. Thus, up started an exhibitions and leagues, which quickly became a rather profitable enterprise. Hence, the professional league was formed. And

THE BIG DEBATE

We asked Secret Level to succinctly comment on which is the better, PlayStation 2 or Dreamcast. Unusually for programmers, they complied. "PS2 can generate more polygons, which is good. It lacks any sort of online capability, which is bad. DC has full-screen anti-aliasing, which is really good. It only has 16 megs of RAM, which is really bad." So there.



Give me a bit to blast. Oh there's one, let's 'ave it!

we join the action in 2341, as you attempt to win it. There, that didn't hurt, did it?

The gist is, your aim is to become the Grand Master of Unreal Tournament (and we're talking single-player mode here) as you battle and work alongside various computer-controlled bots (who are so impressive, we've given them their own boxout). The various scraps you need to overcome to win the top accolade take place across a variety of arenas, which vary from tight, corridor-led places to more open plan affairs. Locations

vary from a galleon sailing the seven seas, to various outer space locations (that give you ample opportunity to try out the rather spiffing anti-grav boots - ideal when you need to jump out of a





THE GAMEPLAY SUBTLETIES, LIKE DODGING AND SECONDARY FIRE, REALLY EXPAND ON THE WHOLE GENRE

nasty situation), through to a castle, futuristic indoor arenas and good, old-fashioned converted mines. You just can't beat them.

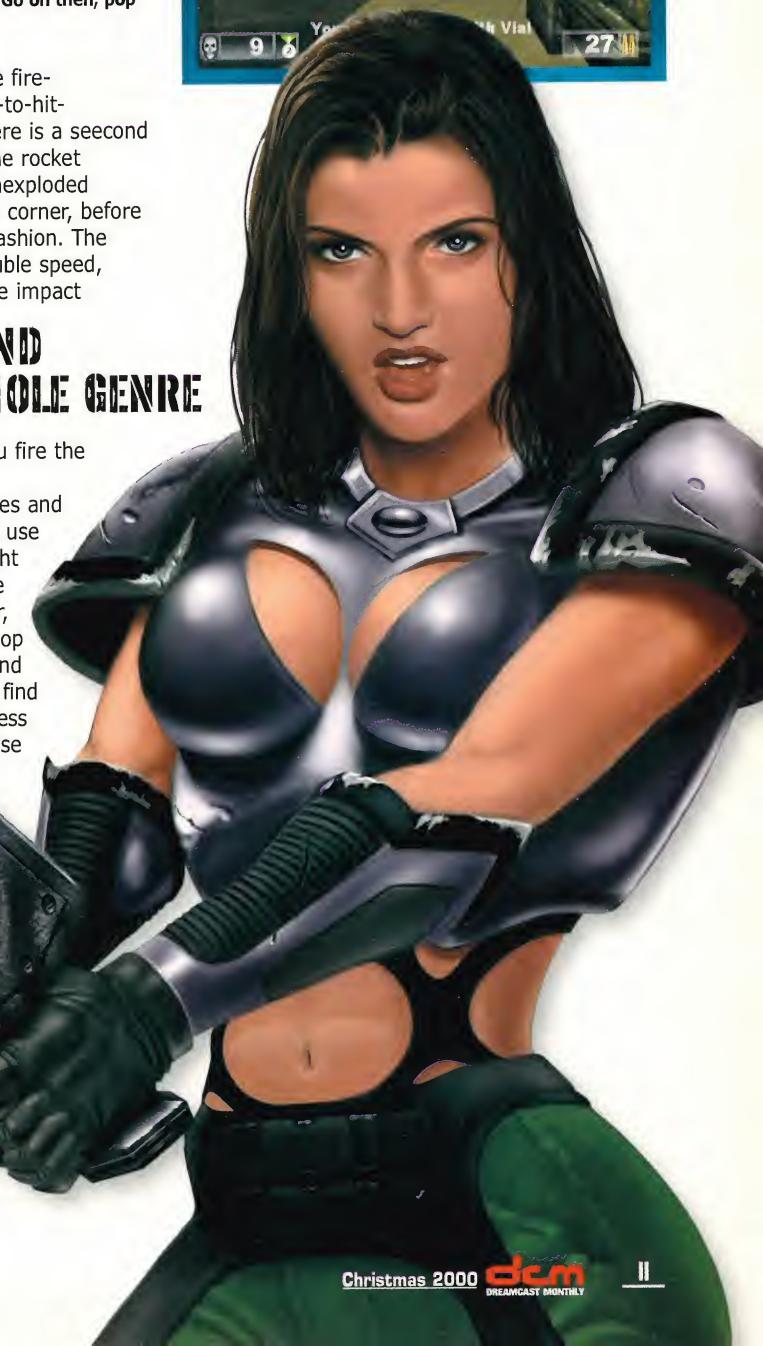
Throughout each arena, you find a variety of teleporters, extra weapons to pick up and various medications for when you've just been blown to within an inch of your life (steady). The weapons range from the frankly rather crap impact hammer through to the more impressive minigun and rocket launcher. Weapons are generally scattered around for you to pick up, along with the necessary ammunition, and they're also dropped by your opponents when they're killed. The extra twist to these weapons is that there are two ways to fire each of them.

hammer still sucks either way you fire the damn thing. Ah well.

Clearly success in the game rises and falls on the weapons and how you use them. You find it easy to go straight for a large, powerful and explosive device such as the rocket launcher, for instance. But as soon as you hop onto to a level where the rooms and corridors are fairly tight, you may find you're caught in the blast a little less often if you opt for the more precise flak cannon or minigun. High arenas with lots of

THE BOTS

You'd think a game like *Unreal Tournament* would only be worth playing in multi-player mode. But you'd be wrong. That's thanks to the superb work done on the computer-controlled bots, who make for more-than-satisfactory opponents or colleagues, depending on which game mode you're playing at the time. The key to their success is the artificial intelligence, which may have the occasional flaw (you can just about work out their routines if you concentrate on it), but otherwise is a mighty fine example as to what can be done. We look forward to being reunited with said bots on the Dreamcast.



SECRET LEVEL ON THE SPOT

The team challenged with the enormous task of bringing UT to the DC, Secret Level, graciously opened themselves up to our interrogation. Or, in English, here's our interview with them.

Question One, quite simply, was how exactly they go about converting one of the best PC games ever to the Dreamcast. It's a simple question, and it got us a simple answer. "We wanted to retain the flavour and feel of UT for the PC while simultaneously making subtle alterations for better DC playability", they replied. But we weren't satisfied and went for the jugular. "What have you had to compromise to convert it over?" And they laid their cards on the table. "The biggest compromise has been to work with the limited memory of the Dreamcast. Essentially we have had to rework the maps and game modes to fit as much as possible into the game. Unfortunately, not all the game modes made it into the game but it was choice between sacrificing extra modes for really tight gameplay on the modes that are available so we worked on the latter. Other than that, there hasn't been too many compromises. Some of the original maps were too big to fit, but that's about it."

The Dreamcast will feature the two most popular modes from the original game, namely Deathmatch and Capture the Flag. Clearly it's a disappointment that the likes of Assault and Domination haven't

made the conversion, but if we had to pick which two modes we'd like to survive, Deathmatch and Capture the Flag would have been our choice too. However, upon further questioning, they did relent that they're working on freeing up the space to include at least Domination. Fans of Assault will definitely be disappointed though.

But why exactly does all this matter so much? What does Secret Level feel is so special about Unreal Tournament? "First of all, it plays great", they correctly assert. "It's important for a game to have the right feel, and UT nailed it. The different game modes add a lot, and the gameplay subtleties, like dodging and secondary fire, really expand on the whole FPS genre. Also, the mutators rule. I'm having a blast playing instagib CTF with low-gravity online." Er, don't you think you should see your therapist about that?

Mind you, this does bring the conversation neatly around to the online gaming side of UT, clearly one of the major

IT REALLY IS PLAYING WELL ONLINE, AND IT'S ONE OF THE BEST FEATURES OF THE GAME



assets of the PC version of the game and one of the key reasons for its enduring popularity. Having ascertained that Quake III will be running quite nicely thank you very much, how is Unreal Tournament going to perform? "Well, the DC is modem-based, so anyone expecting a DSL/Cable-type performance isn't going to get that. But, UT's networking code has been solid since we started the project, and we haven't had to make any major modifications. It really is playing well online, and it's one of the best features of the game." They're damn right there, and on a console that was supposed to be sold on the back of online gaming, it's a fine example to put in the front line.

It can't have escaped anyone's notice that the PC's current three most important first-person shooters are all congregating on the Dreamcast within a couple of months of each other. Do the folks at Secret Level have any thoughts on the Dreamcast conversions of Half-Life and Quake III?



"We haven't seen HL on the DC, yet, so can't comment on it. I just got QIII this morning and checked it out for about 20 minutes. My first thought was that it looks pretty-much like the PC version. My second thought was that it needed some auto-aim!" The game will support 2-8 players when you get online, unlike Quake III which is currently only offering a four-player option.

Perhaps the main obstacle that both Quake III and Half-Life have encountered on their trip into Dreamcastland is the stumbling block that is the controller method. Only now are we getting solid details of a DC mouse to play these games with, but clearly not everyone is going to have one. How do you get round such a problem? "Our first goal was to make

EXCLUSIVE!





the gameplay like *GoldenEye*, as far as controls were concerned. Once we got that going, I never used the mouse and keyboard, although we certainly support it. One thing we have which I didn't see in QIII is auto-aim. That helps a lot when playing with the joypad."

So where next for Secret Level? With no plans on the table for an add-on disc once *Unreal Tournament* is completed, the team will spend the next few months polishing the game up to standard to meet its new release date of around March next year. Only then will they consider their next move. Still, we send them our most sincere hopes and wishes that they can make *Unreal Tournament* as good a game on DC as it clearly was on PC. And we don't have to wait too long to find out...

vantage points are good fodder for snipers too, and the sniper rifle kills an opponent instantly if you can execute a head shot. Such precision is one reason why we have concerns over the control system, but you can find out more on that when we interview the developers interview to the left.

OTHER ASSETS

Other key assets contributing to the UT success? Multimedia elements are high on the list, and we ain't just talking the moody graphics here. The sound, complete with loud explosions and plenty of taunts, is a true atmosphere-booster. Nothing compared to the insults we trade with each other on a daily basis, mind you, but they still do the job. The graphics though should be where the DC scores highly. On a PC, much faffing around is required to set your machine to the right resolution, screen size and stuff like that just to get the thing going. The DC is all going to be set up for you straight out of the box, and initially we suspected that the graphics would be notably poorer for it. Not at all. The arenas call for several different graphical approaches, from the facing planets to the depths of a castle, and it's to the credit of the developers that the mood is clearly defined from the second you step onto a level. Even more good news, and that's that in the case of UT on DC, the all important frame rate is suitably high as well, which in a game where a split second can make all the difference, is highly important.

Bottom line? *Unreal Tournament* is a fantastic game that sparked much argument over whether it was better than *Quake III* or not upon original release. Our office is just as split on the subject, and hopefully, should both conversions turn out to be the genitals of the dog, the same arguments are due to start raging on the Dreamcast shortly. Which is fine and dandy by us.

As a game, it's up there with *Quake III* and *Half-Life* as important releases for the DC, not only for the pedigree of the titles, but also they should be just the ticket for boosting online gaming in a big way on the Dreamcast (certainly they're amongst the most frequently played PC games online). It's also a game that the format deserves. Make no mistake, *Unreal Tournament* is a sophisticated title with entertainment at the top of its agenda. And it's just the kind of game that should be on the Dreamcast if it's to keep competing in the next gen console market.

THE PEOPLE BEHIND THE GAME



The Dreamcast conversion of *Unreal Tournament* is being handled by programming team Secret Level. Not really a name we're that familiar with, so we quizzed them on who they are and what they'd done. And they told us this:

"Secret Level Games was created earlier this year, and we were hand-picked to bring UT to the Dreamcast because of our collective experience in console development. Prior to this, all of us worked in the industry on a variety of projects. Jeremy Gordon, who's our President and CEO, has been programming since the Apple II and has done all sorts of crazy games stuff. I worked at Sega and Sony for five years, starting as a tester and eventually moving up to producer, which is how I met Jeremy. We actually did a game together called Legion that got cancelled at Alpha. There's a bunch of other guys, too, but I don't have their bios handy."

As for the Dreamcast games that flick their switch, the likes of *Soul Calibur*, *Crazy Taxi* and *Virtua Tennis* are high on the agenda. They also recently got themselves SNK vs Capcom. And will be banning it so they can get some work done. And rightly so...



there's a plethora of weapons to use and all have a secondary fire mode

dcm@quaynet.co.uk

forum



ANOTHER MONTH, ANOTHER BATCH OF YOUR LUSCIOUS LETTERS. THE WINNER OF OUR STAR LETTER AWARD WINS A FREE GAME, SO GET WRITING. SEND YOUR LETTERS TO FORUM, DREAMCAST MONTHLY, 22 STRAND STREET, POOLE, DORSET BH14 1SB, OR E-MAIL IT TO DCM@QUAYNET.CO.UK. DON'T FORGET TO SEND YOUR FULL NAME AND ADDRESS AND CHOICE OF GAME.

TRASH ACT

Dear DCM,

How could you pick that utter complete pile of trailer park trash letter, as Letter of the Month? Letter of the Month is an award for LETTERS! That was not a letter. Man, that seriously p***es me off. If anyone deserved to win it should be Prettz' e-mail about buying the Dreamcast. It tells people why they should

stick with Dreamcast instead of buying that black rectangle piece of shit they call The PlayStation 2.
Yours Loving Dreamcastely Andy Burch



PS. I think your magazine rules! And sorry for all the exclamation marks.

dcm: Don't worry about the exclamation marks - we took most of 'em out. We presume you mean Issue 14's Letter of the Month, which we thought was quite funny. Sorry you didn't like it, and we hope this issue's Star Letter meets with your approval.

Oh, and get to know what 'trailer trash' means too. Unless you really thought that letter was like a slutty American woman with no prospects...

gen console and take a chunk out of Sony's market share.

Luke Hoy, Dunstable, Bedfordshire

dcm: Yep, Sony's PS2 release is rapidly degenerating into a joke, which can only be good for Sega. Let's hope the Dreamcast gets the push it needs this Christmas, and re-establishes itself as the world's leading console manufacturer.



COST OF LIVING

Dear DCM,

I was influenced by your magazine to buy a Sega Dreamcast at a good price of £149.99. I only got one game with it - I shan't mention the name because I

dcm letter of the month

BACK TO REALITY

Dear DCM,

Why is everyone so hung up on reality in driving games? If you want reality, just drive a car. Games should be games, and don't have to be realistic to be fun. They just have to be exciting and imaginative. Sure, drivers need a believable physics model, one that makes you really feel you're driving something, but it doesn't have to be real-world physics, even if the game's set in the real world. I mean, hardly anyone could complete a lap in a genuine F1 car, let alone do it quickly - a realistic F1 game would be unplayable. It's far more important to get the AI on the opponent's cars right than keep the physics accurate to the real world.

Ben Andrews, Manchester

dcm: To a point, we agree. You certainly couldn't have a totally realistic F1 game, but it wouldn't have to be TOTALLY realistic to adopt a high degree of realism. Instead, the game would force the player to think like a racing driver rather than be capable of driving a real racing car. For example, in an arcade-style racer (and let's make this clear right now - there's NOTHING wrong with a good arcade-style racer), the player's car is usually faster than the AI vehicles, but they rarely make mistakes, even to the point of taking corners in a manner that's impossible for the player. Consequently, stay on the track and you can overtake just about anywhere. A realistic game forces you to pick your spot and out-brake your opponent as a real driver would.

We can't agree that if you want realism, you should just drive a car, though. How many of us get the chance to race Porsches and Vipers in real life, let alone F1 cars? Driving your Fiat Panda down the high street just isn't enough.



FEMME FATALE

Dear DCM,

Female and the wrong side of forty, yes, that's me. Some people see me as a rarity, and some have even uttered the word 'oddity'. Why? Because I'm a games fanatic! Do I

WIN A GAME OF YOUR CHOICE EVERY MONTH



Another month, another lucky reader winning our prestigious Letter of the Month award. As well as a free game of your choice from Gameplay, we're also giving away a six-month subscription to the magazine. What more could you wish for?

For your chance to be the proud owner of the game of your choice, and a six month subscription, simply write to us with your usual trials and tribulations – it couldn't be easier! Letter of the Month winners receive the game at the top of their wish list, and it's sent to you courtesy of those lovely people at Gameplay, bless 'em.

Make sure you include your full name and address and the name of the game you would like to win or you'll be kicking yourself for a week when you don't. Don't just sit there – get writing!

**...PLUS!
A SIX-MONTH
SUBSCRIPTION
TO DCM**

SEGA AND NINTENDO - TOGETHER?

personally think it's crap (Chu Chu Rocket) [Fast change of mind: Ed]. No offence to people who like the game. Anyway, I walked over to the games and Ouch! They're £40! I won't be getting too many games regularly! I must admit they're great games, though (not mentioning Chu Chu Rocket). The one that caught my eye was Hidden and Dangerous where you have to blow the brains out of Germans - lovely!

**Liam Whitwell, Eastbourne,
East Sussex**

dcm: Not all games are £40 each - check out the second-hand shelves for some real bargains. And as for blowing the heads of Germans - did you know DCM sells in Germany? Our rather large translator offered us £50 for your address. What are you going to give us to keep quiet?



GET A [HALF] LIFE!

Dear DCM,

Maybe it's just me, and the fact I have a paper round and have to go to bed early so I miss out on loads of TV, but has anyone seen any adverts for things like Quake III: Arena, Metropolis Street Racer and Half-Life? Not to my knowledge. They should take a few seconds of Quake III action and have that as the advert, with the slogan at the end, 'Watch your back, it's coming'. Well, that's what I think anyway!

And speaking of Quake III: Arena and Half-Life, I am going to ask you the ultimate question that's on every Dreamcast's lips. Quake III Vs Half-Life. Which is better? You must have some idea. No one can decide which is better as they're two different types of games. One based around

Dear DCM,
Do you think Sega and Nintendo could join forces and make a new fighting game like Power Stone 2? The game could feature all Nintendo's favourite characters like Mario and Link, and the characters from the Smash Brothers, as well as Sega's best like Sonic and Capcom fighters. The game engine could be like the PWS series in 3D. This could be a lifesaver for Sega and give Nintendo a rope to hold onto until the Game Cube comes out.

Chris Fison, Bristol

dcm: No chance! Sega and Nintendo are fierce competitors, and would never cooperate like that. In any case, if it happened, it would be a case of too many cooks spoiling the broth - the game's unlikely to match PWS 2. Also, where do you get the idea that Sega and Nintendo are desperate? Sega's doing very nicely, with Dreamcast sales picking up, and Nintendo already has a rope to hold onto until Game Cube comes out. It's called Pokémon.

multiplayer and one around the single, one with online, one without... HELP ME as I can't get both! I like the Quake franchise, but have never played Half-Life. I want online gaming as well as a single player. Quake has the online and a multiplayer-ish, single player. But Half-Life looks awesome... HHHHEEEELLLLLPPPPPPP...

**Michael Gallagher, Luton,
Bedfordshire**

dcm: Great idea about the telly ads - we hope Sega do just that in the run-up to Christmas. Regarding which game to buy, if you're already into Quake but have never tried Half-Life before, go for Half-Life. Strike out for pastures new...



IN FOR A GRAND

Hello DCM,

I read your magazine every month bla bla bla lick lick...

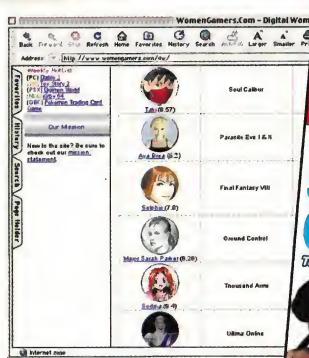
All I really want to know is are there any F1 games coming to the Dreamcast that are based on Season 2000, and if not why not? The year 2000 is almost over, so there should be something soon.

James Bale Barnstaple North Devon

dcm: Yes, there will be something soon. We all have Grand Prix 3 by Geoff Crammond to look forward to, which will be based on the 2000 season. It's gonna be a great game anyway, and that's the important thing, don't you think?



dcm: Thanks for your kind words. Female gamers aren't that unusual any more. Check out www.womengamers.com and see what we mean.



care what these people think? Am I deterred? The answer is a resounding NO! I love my games and am in love with my little white box.

Hearty congratulations to all those responsible for the new-look DCM. It looks fabulous and knocks the spots off other Dreamcast mags.

**Linda Croucher,
Streatham, South London**

STOP PRESS!

one to
watch!
3cm

Publisher: Eidos ■ Developer: Crystal Dynamics
Genre: Action Adventure ■ Released: March 2001

SOUL REAVER 2

They say the dead know no pain....Things are about to change. Or so it says here anyway...

One of the more welcome port-overs from the PSX that the Dreamcast has played host to was Legacy of Kain: Soul Reaver. It was a bit of a curious game, mixing the Tomb Raider style with some weird glyph things, and generally turning it into a bit of success. Hell, even we ventured into the boss' drawer for our esteemed 9/10 score. And he was in the office at the time too.

Time Travel

Rather good news to report, then. Eidos are currently hard at work on the sequel to said game, or more specifically, developers Crystal Dynamics are. It'll pick up directly

after the action in the first game, with the bewildered Raziel (that's our hero, fact fans) continuing to hunt for his nemesis, Kain. To do this, a little time travel is required, alongside the need to go and uncover the usual array of puzzles (including discovering exactly why his clan was made extinct in the first place, although we can hazard a guess who was behind it) and kill things. And lots of them, as the number of enemies you're going to encounter in the sequel has increased, with a broader selection awaiting your wrath. Look out for vampire hunters in this one, too. To beat them all off, there are new spells to learn, which suitably

THEY SAY

'Cast down to the material world, the mysterious entity 'Raziel' seeks vengeance for betrayal by his master: Kain. Cursed to stalk the dark realms of Nosgoth, he must slay his undead brethren; only then can he absorb their souls for the energy he craves. Moving between the spectral and material plane, Raziel must negotiate puzzles, overcome traps and defy blood-chilling enemies to reach his goal - the final battle with Kain!'



The camera system from the first game should be in place to make playing smooth



The vampire clans inhabit some grandiose architecture



expand the combat portfolio, which at least should even the odds a little bit.

As fans of the first game will quickly remind us though, Soul Reaver was never just about the action, with some rather devious puzzles sent in to tax your brain as well. And there are going to be more of them this time, more than likely trickier than before. Yikes.

Vampire Visuals

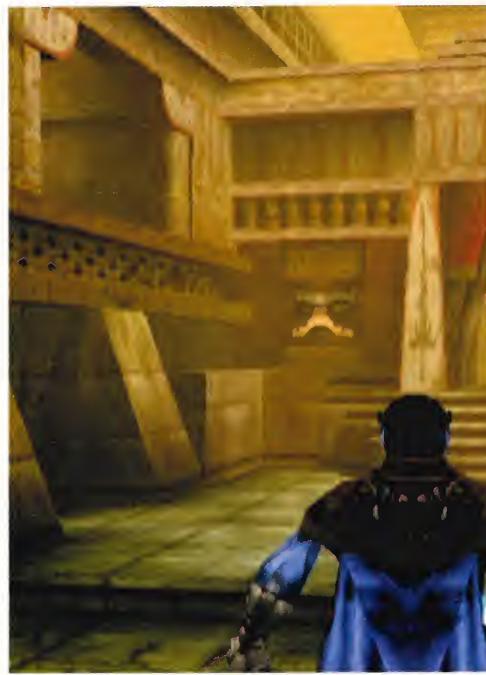
Aesthetically, the game has never looked better, as you can see from the smattering of pictures we've decorated our pages with. To be fair,



we had no complaints with the visuals from episode one, but the better resolution and generally tidier

the general mood and atmosphere. Of which there's plenty in our office. Except for when the boss is out.

the number of enemies you're going to encounter in the sequel has increased, with a broader selection awaiting your wrath



Raziel can use a range of different swords and weapons. Check out the energy swords though



Adding further to the mood (of the game, not our office) is the audio, which will again feature the voices from the first game, and a quality backing music selection. Britney's out, we're afraid.

Other key goodies which will make it across from the first game are, so we hear, the seamless loading which made for virtually no break in the gameplay whatsoever whilst the DC spins up a new level for you to play. Also, as you shift

between the various planes (and don't worry, two minutes in this game and you'll know what everything means) the world will once again change right around you.

No Angel

Currently, there are sixteen levels planned for episode two of what should be one of the better titles of next year. Certainly next to the Tomb Raider series, to which



STOP PRESS!

The Force hits the Dreamcast...

Thus far, Star Wars and DC hasn't been the most inspiring marriage. Star Wars Racer was late, fun, but still lumbered with the same old flaws. Jedi Power Battles, ported over the PlayStation, just wasn't that much fun. But credit to LucasArts, who clearly aren't taking this lying down, as they prepare to release two new Star Wars games onto the Dreamcast by next



i Publisher: Activision ■ Developer: LuxoFlux ■ Genre: Driving combat ■ Released: Christmas 2000

STAR WARS DEMOLITION

Sounds like a blast...

We'll take them in the order they'll be released, meaning it's Star Wars: Demolition first. This one has been put together by Luxoflux, who have thus far been responsible for one DC game, Vigilante Eight Second Offence (which was alright, but nothing more). And funny enough, Demolition isn't a million miles removed from it. Once

again, it's vehicles and combat. You'd think Luxoflux specialise in this kind of thing, or something.

The game challenges you, or so it says here, to compete against the scum of the universe in a game set between the events of Empire Strikes Back and Return of the Jedi. In a contest organised by Jabba the Hutt, you have your vehicle and the idea is to destroy everyone else's. To make things more interesting, weapons, droids and power ups will be scattered throughout each level, and the last man standing is the winner.

The game will bring together elements from all four of the films, and will naturally come with a multiplayer mode which we're guessing is



where things will get particularly interesting. Some of the characters from the movies will also make an appearance, including Boba Fett, and, er, Aurra

the ice planet Hoth (complete with the infamous snow fields and ATATs), the pit of Carkoon, and quick trip to the surface of the second Death Star. Yikes.

It's set between the events of empire strikes back and return of the Jedi

Sing from The Phantom Menace. She has a swift and agile swoop bike, apparently. No sign of the major characters then, who are presumably sitting in their trailers with their feet up. Arenas included in the game will include

Demolition, from what we've seen, is coming along nicely, although Luxoflux need to up the ante after their last Vigilante Eight game. Here's hoping the Star Wars franchise gives them the incentive they need...

The Scout Walker will make a welcome appearance



Publisher: Activision ■ Developer: Lucas Learning ■ Genre: Driving ■ Released: March 2001

STAR WARS SUPER BOMBAD RACING



We haven't been particularly nice this one in the past. We will attempt to redress that here, despite the fact we think it all looks a bit silly...

Aimed at the younger gamer (and appearing on the Lucas Learning label from what we've heard), Super Bombad Racing takes several of the key characters from the four Star Wars films, and puts them in rally carts. You then race these said characters across various tracks located throughout the Star Wars galaxy. And pretty much in a nutshell, that's it.

As you can see from the screenshots, the graphical style of the game is the first thing to sit up and react to. What they've done is basically to inflate the

heads of the various characters, giving them a more cartoonish appearance than ever before. Certainly poor old Darth Maul looks like he's just stumbled in off the set of *Casualty*. He's one of eight characters you can choose from, each coming with 'a unique personality', as well as differing animations and such forth. To help with the races, the tracks will feature various power ups, and you'll also be able to fit gadgets and stuff to your 'car'.

The tracks, of which there are nine planned for inclusion, take you through the swamps of Naboo, the deserts of Tatooine, the rooftops of Coruscant and the car parks of Bournemouth,



Look, the characters have got big heads right! That means it's aimed at youngsters

the rooftops of Coruscant and the car parks of Bournemouth. The last one there was clearly just a bad gag on our part. You can play each track in versus, co-

operative, challenge and arena mode too, for those who like to feast on their options.

Lucas Learning are candid enough about the fact that this is a much lighter take on the franchise than we're used to seeing, not unreasonably pointing out that the Star Wars

operative, challenge and arena mode too, for those who like to feast on their options.

Lucas Learning are candid enough about the fact that this is a much lighter take on the franchise than we're used to seeing, not unreasonably pointing out that the Star Wars

universe has fans of all ages. And despite our various reservations, we have to admit that the proof here will be in the pudding. Mario Kart is one of the finest racing games known to humankind, and as of yet, nobody has really come close to recreating that game on anything other than a Nintendo. So if Lucas pulls this off with Super Bombad Racing, we'll be the first to send over a congratulations card. How's that?

THE DCM...
bringing you the latest news from around the world

MEET MATT HOFFMAN

Or more specifically, his BMX game



Game: Matt Hoffman's Pro BMX ■ Publisher: Activision
Developer: Runestone ■ Genre: BMX game ■ Released: March 2001

So we've had Tony Hawk's and his skating malarkey. We've even entertained Jeremy McGrath, although he didn't return the favour with his shoddy Supercross 2000 game. But in the latest round of 'celebrities' we hadn't heard of until they endorsed a game', it's our great pleasure to welcome Matt Hoffman. It's okay, we had to look him up too. He's a damn fine BMX bike rider.

His game claims to deliver the most cutting-edge and freestyle BMX gaming experience ever, which shouldn't be too tricky. More seriously, following the heights that the Tony Hawk's series has scaled, we feel that there's some potential here for a rather good little game.

The drill is fairly familiar. You can ride as one of eight professionals (including Hoffman himself) in the fight to be the best, along the way learning, perfecting and pulling off hundreds of freestyle tricks, much to the delight of the crowd. Said tricks need to be performed on a variety of courses, which include realistic street and dirt scenarios (that's two separate things we're talking about, although we don't doubt that some of the streets will be suitably dirty).

To keep the fun bubbling along, the game features all-important multiplayer options, including a two-player head-to-head option. But for the lone ranger, the single-player Career Mode is likely to be where you spend most of your time, as you start as a lonely rookie with a bike, and if you're anything like us, end up in the same position two hours later. Drat!

To succeed in the Career Mode, you're going to have to familiarise yourself with the tricks of the trade. Which in gaming terms means combos are required to succeed. Naturally enough, the game is bursting with them, with each course tailored towards different moves. Look harder when you're on the courses for the power-ups and secret areas too, and be aware too that many of the objects you encounter you can interact with.

Other ways you can play the game include a straight Single Session, Free Ride for a bit of a



practice, a multiplayer Destruction Derby and more. All of this certainly sounds very Tony Hawk-ish, unsurprising as it's the same game engine that's been used to power it. Expect then the intuitiveness of Tony to be lent to Matt. If you see what we mean.

The game is being developed by Runecraft, and current release schedules indicate the DC version is likely to appear early next year

(with March being the mooted month). At best, it's going to put a new twist on the Tony Hawk's style and deliver us a long lasting challenge (plus we'll have also worked out who Mr Hoffman is by the end of it). The other possibility is that we get a poor imitator. From what we've seen, the former is winning. We'll know the final score though in a couple of months...



Publisher: To be confirmed ■ Developer: Raven ■ Genre: First-person action ■ Released: Imminent



It's been coming for a while, and as *Soldier of Fortune* nears its release date, further details of the PC conversion have been seeping through. So we thought we'd celebrate by giving you a one-page update. Now isn't that kind?

First up, online gaming is a no-no, a really rather disappointing decision that left us crying on a Friday night when we really should

the game will support the keyboard-mouse combination that these kind of action games generally require

have been partying. Ho hum. Anyway, better news is that the game will support the keyboard-mouse combination that these kind of first-person action titles generally require. Which helped

mop up our tears a bit. You should have seen us when Ethel died...

As for the game itself, it's an action adventure not dissimilar in style from the likes of *Half-Life*. The plot sees you as a mercenary, a soldier of fortune tasked with a series of secret missions to beat off a terrorist

organisation. Mind you, the terrorists don't take too kindly to this, resulting in dark, moody missions. With plenty of graphic violence, if it's anything like the PC version.

Over 30 missions are included in



is a game aimed at the older demographic. It's not your usual first-person shootathon, and very rarely are you rewarded for entering a room all guns blazing. Quite the contrary. At times, the pace slows notably (although it's not as slow and tense as the forthcoming *SWAT 3*), but usually there's plenty of trouble around the corner. Good stuff.

The levels themselves offer haunting environments in which to ply your trade. Characters happily go about their business, for instance, blissfully unaware of the reason for your presence. As soon as your cover is blown, though, you'd best be armed. Also, watch out for your employer sending people to check up on you. Bit like working here, really. Er, just kiddin' boss...

Publishing duties? Ah, that's where it gets tricky. Originally published on PC by Activision, the Dreamcast version was due to be published by Crave. However, as Crave has now pulled out of the UK market, their product is likely to be handled by Ubi Soft. Yet as we went to press, a formal announcement from Ubi Soft - who, it seems, has relaxed its family only approach to publishing - was not forthcoming. All should be clear by next month, when we'll report back...



SEGA SWITCHING FOCUS?

Could hardware be a thing of the past?

It's no secret that, despite the quality of the machine and its games, Sega have had a tricky time selling the Dreamcast, only now reaping the rewards of their hard work as sales figures start to grow again. And the company, bolstered by their critical successes in the software market, has been talking about its future.

Currently, the software market is dominated by Nintendo's 19.6% dominance, with Sega managing a mere 4.2% (even Konami has a bigger share than that). Frankly, Sega wants 25%, and is exploring developing software for other platforms as a way to achieve it. The likely beneficiaries of Sega's strategy is the PC (signposted by a recent deal with Empire Interactive which we've reported elsewhere on these pages). It'll also be licensing the Dreamcast hardware for inclusion in mobile devices, set-top boxes and things like that. Also, it'll be focusing more on boosting the online gaming side of things,

with a good two-dozen online-empowered titles arriving on Dreamcast before this time next year (including Daytona, of course).

What's most interesting, though, is that Sega hasn't ruled out developing for other consoles. Rumours are spreading fast that the company may end up developing software for Nintendo and Sony in the not-too-distant future, and the likelihood of them developing another games console doesn't look too bright at the moment (although the Dreamcast 2 hasn't been ruled out). As with all such announcements, time will tell on this one. For the immediate future, Sega's development efforts are Dreamcast-focused, and it's unlikely we'd reach a point in the console's lifespan that Sega would shift away from the DC as their main outlet for games (particularly with the close links to their arcade hardware). Anyway, we'll keep you posted. We always do.

IT'S A HIT!

Happy birthday to you...

Sega celebrated the first birthday of the Dreamcast with some really rather pleasant news. The console has exceeded sales forecasts for Europe, having shipped over one million units. Add to that the not-inconsiderable amount of software that's been sold - 2.5m units across just over 100 software releases - and the doom and gloom that's supposedly been surrounding the Dreamcast may well be lifting rather quickly.

Forecasts already are predicting a good Christmas for the DC, with sales already picking up by 35% since the formal price cut at the start of



September, with software sales suitably boosted by 80%. And with many retailers now selling the DC with a juicy bundle of games for £149, as well as the DVD package you can read about elsewhere on these pages now being available, the numbers should boost further. Hell, some of them may even buy our beloved organ.

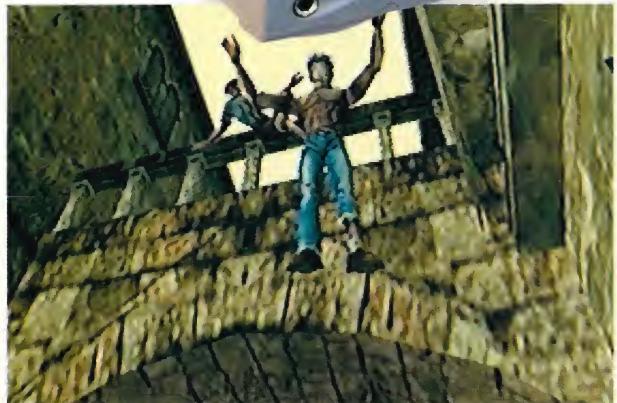
SEGA LAUNCH THE DVD BUNDLE

Take that, Sony

In a not particularly well veiled attempt to muscle in on the potential PlayStation 2 market, Sega's long-mooted DVD and Dreamcast bundle has now gone on sale, priced at £299 - less than the price of the PS2 with DVD remote control.

The player, an Encore Direct 450, is usually worth £229 by

itself, and comes complete with multi-region playback capability, straight out of the box. That's good. Also in the box is a free copy of Chu Chu Rocket, natch, and a variety of money-off DVD coupons. We suspect this little deal may well be bulging from Santa's sack this festive season. Ahem.



SEGA LICENCE OUT GAMES

Empire to publish some DC titles on PC

In a deal that points to Sega as a multi-format developer in the near future, Empire Interactive has acquired the PC rights to a couple of older Dreamcast titles, with the one they're talking about at the moment being House of the Dead 2. Published on DC back in October last year, HOTD 2 should appear on PC next year.



DRIVER 2

So is it or isn't it?

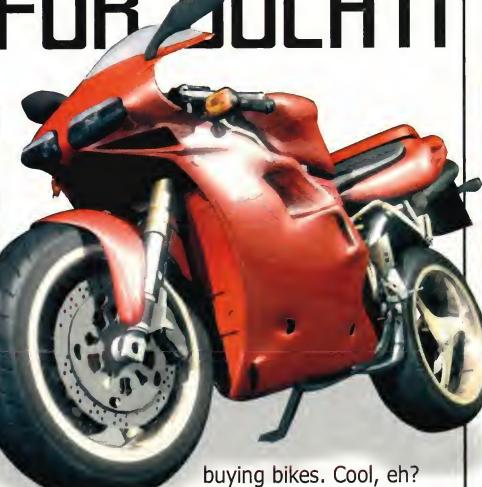
We should point out straight away, or risk misleading you, that what we are about to report hasn't come from Infogrames themselves. However, the PlayStation hit for Christmas, Driver 2, is rumoured for release on Dreamcast around March of next year. Speculation? Wishful thinking? No smoke without fire? Maybe.

What we do know is that Driver is a big game, and it sure would look good on the Dreamcast. However, Infogrames have cut back on supporting the format with some of their games of late, with the likes of UEFA Striker 2001 and maybe even Alone in the Dark IV missing out on DC release. However, a game as big as Driver 2 would inevitably stir us into spending some sheets, so we hope to bring you some good news shortly...



LOOK OUT FOR DUCATI

Set for Acclaim...



Look out for the December release of motorbike sim Ducati World, which should be making its way to the Dreamcast courtesy of Acclaim. Now we've not had too many DC biking games to date, but Ducati looks promising. Embracing the licence to the full, and developed by the people behind the Rollcage series of racing games (which only appeared on PSOne and PC, unfortunately), the game allows you to ride bikes past and present.

Furthermore, as you enter and win more races, you can bag yourself more cash which you can put towards upgrading and

buying bikes. Cool, eh? Mind you, the sting in the tale is that you can't enter every race from the start, as you have to earn various stages of licence before you're permitted to take part in some of the big-money stuff. Bah humbug, we say.

Nonetheless, the game is achingly close to completion, and should ship out before Christmas complete with the usual 40-note price tag attached.

OVERSEAS NEWS

AN EXTRA PHANTASY

Let me be your phantasy...

Japanese gamers who buy themselves a special limited copy of the eagerly awaited Phantasy Star Online are in for a special treat, as Sonic Team is bundling in a special early

preview of the even more eagerly-awaited Sonic Adventure 2. The jammy dodgers. As of yet, we know not if the same deal will be offered over in the UK. But it bloody better had be, else there will be a fight. Which we'll probably lose, as usual.



SEGA GO LIMP

Sega are sponsoring the tour of Limp Bizkit, as the band play across America until the end of December. The advantage here is that people who attend the concerts will be able to play DC games whilst they're there, with members of the band taking part in an Ultimate Fighting Championship challenge. Coo.

They're sponsoring something, y'see

HASBRO SAY BYE-BYE?

Not making money, apparently

Hasbro Interactive could well be nearing the end of the line, as the toy-making parent company is likely to decree that the division simply isn't bringing home the bacon, and thus will be sold off to the highest bidder. Nothing's being confirmed yet, but it does make uncertain the publisher of last issue's cover game, Grand Prix 3.



CRAZY TAXI ON BUDGET

That's just crazy!

Just pure jealousy on our part, really. Crazy Taxi, easily one of the games of the year, has appeared in the States on a budget label. Sega, if you're listening somewhere, perhaps now would be the right time to cut us some slack on those 40-quid price tags?



RELEASE DATES

Here's DCM's guide to those upcoming games - remember that release dates tend to change very often, so don't blame us if they can't get the bloody thing out on time. Unless you're mean.

MS-R	Out now
Ready 2 Rumble Round 2	Out now
Silent Scope	Out now
Jet Set Radio	24 November
Soldier of Fortune	November
ECW Anarchy Rulez	November
Virtual Pool 3	November
Ultimate Fighting Championship	November
The Mummy	November
The Grinch	November
European Super League	November
Starlancer	November
Sega G.T.	1 December
Shenmue	8 December
UEFA Dream Soccer	8 December
Samba De Amigo	8 December
Quake III	8 December
Tony Hawk's Pro Skater 2	15 December
Chicken Run	December
102 Dalmatians	December
Pod 2	December
Army Men: Sarge's Heroes	December
Road to Eldorado	December
Stupid Invaders	December
Dinosaur	December
F1 Racing Championship	December
Tomb Raider Chronicles	December
Star Wars Demolition	December
NBA 2001	Early 2001
Half Life Multiplayer Version	Early 2001 (tbc)
Phantasy Star Online	Early 2001
Outrigger	Early 2001
Sonic Shuffle	Early 2001
18 Wheeler	Early 2001
Unreal Tournament	March 2001
Star Wars Super Bombad Racing	March 2001
Legacy of Kain: Soul Reaver 2	March 2001
Commandos 2	March 2001
Daytona USA	March 2001
Mat Hoffman's Pro BMX	March 2001
Age of Empires	Mid 2001
Black and White	Mid 2001
Combat Flight Simulator	Mid 2001
Sonic Adventure 2	2001
Alone in the Dark 4	2001
Driver 2	2001 tbc
Austin Powers Mojo Rally	Canned

THE PLAYSTATION 2 So what happens next?

As the PS2 backlash continues in America, where half the planned allocation was eventually released on launch day, it seems Sony's troubles are not yet over. Firstly, it seems Sony's production plants are still not getting enough units made, to the point where many American stores are reporting that they won't be getting their planned second shipment of consoles until into 2001 (some even citing Spring as the earliest they'll receive new stock).

And there's more. Returns of the unit have been strangely high, with defective units unlikely to be exchanged until well into 2001 either. Many consumers are thus reporting to be considering Dreamcast instead, although we'll have to wait for the Christmas sales figures to find out how many really did switch to Sega.

As for the UK? It's too early to tell if similar problems will blight the PS2 over here, but with new stocks not due in the UK until 2001, we sure are glad we stuck with our Segas. Game of Virtua Tennis, anyone?



SPOTLIGHT WATCH

COMMANDOS 2

As we revealed last issue, the game is definitely heading for Dreamcast, and that's now been confirmed by those good folk over at Eidos. Bless 'em. Expect it around Easter next year.



GIGAWING 2

It's a sequel we didn't particularly want, being as the first game was just an ordinary old-fashioned shoot-'em-up with little long-lasting appeal. But as it's being readied for the Sega Naomi arcade board, a DC conversion is very likely at some point next year.



SO, HOW MUCH FOR SAMBA?

They ain't telling...

You should know by the time this issue finally hits the shelves, but we're having a pain of a time trying to answer a simple question. How much will Samba de Amigo, complete with the maracas, cost? We're expecting the game alone to retail at the usual £39.99, but reports suggest that the full pack will be closer to £100, with some rumours suggesting it may go for sale purely through Dreamarena on a limited edition basis. Hopefully, some enterprising third party will manufacture cheaper maracas and put us all out of our misery...

SPEC OPS 2: OMEGA SQUAD

The good old fashioned soldier sim is a welcome inheritance from the PC, and word now reaches us that over in the States they've started shipping Spec Ops 2. We can expect a UK release in the month or two...



SAMBA DE AMIGO 2000

Still lumbered with its working title, the sequel to the game that's only just hit the streets anyway is well underway. And this time you get to hustle, apparently. Look for a release in the second half of 2001.

F355 CHALLENGE 2: INTERNATIONAL COURSE EDITION

Still showing off the 10/10 we awarded it last issue, Sega are planning an arcade sequel to Ferrari which could well be lined up for release on DC at some point next year. From what we've heard though, it could well be the same game with new courses. More when we get it.



MIDWAY GET ITS HITS OUT Again

Never accuse Midway of not being willing to plunder its enormous back catalogue to earn a few extra quid. With that in mind, look out in January for Midway Greatest Arcade Hits II, another one of those compilations where the lazy sods load a few old arcade-perfect games onto a disc and flog it for 30 notes. The contents of this one? No idea as we went to press. Tell you next month? We know you like cliffhangers...



MAX PAYNE

Take 2's excellent-looking forthcoming action game Max Payne may, according to Internet sources, have a slender chance of making it to the Dreamcast after all. Originally rumoured to be spanning many formats, the developers have concentrated on the PC version, and will be selecting further formats for the game to appear on shortly. The DC is undoubtedly on the shortlist.

WHATEVER HAPPENED TO?



...BLACK AND WHITE?

We keep telling you, but you still keep asking. The epic looking Black and White has been pushed into next year on all formats, with the best guess for the Dreamcast version being around June. Okay?



...ALONE IN THE DARK 4?

We previewed this in depth a few issues ago, and the latest we hear is that it's all systems go for a January release. However, we're also getting word that the game may only be published in the States, with the Japanese and European markets excluded. We should have more on that next time.

...AUSTIN POWERS MOJO RALLY?

Canned. The large number of kart and rallying games heading for the Dreamcast

may have had something to do with the decision. At least our review pages may see a fall in crap innuendoes as a result, though.

...DEMOLITION RACER?

Okay, it's likely to be a fairly standard port of a fun PlayStation game, but Demolition Racer keeps taunting us by appearing and then disappearing from the release schedules. Well apparently it's finished now, and is set to be released in the States imminently, and then we guess we'll see it shortly after that. Not that many of you are likely to buy it.



...ARMY MEN: SARGE'S HEROES?

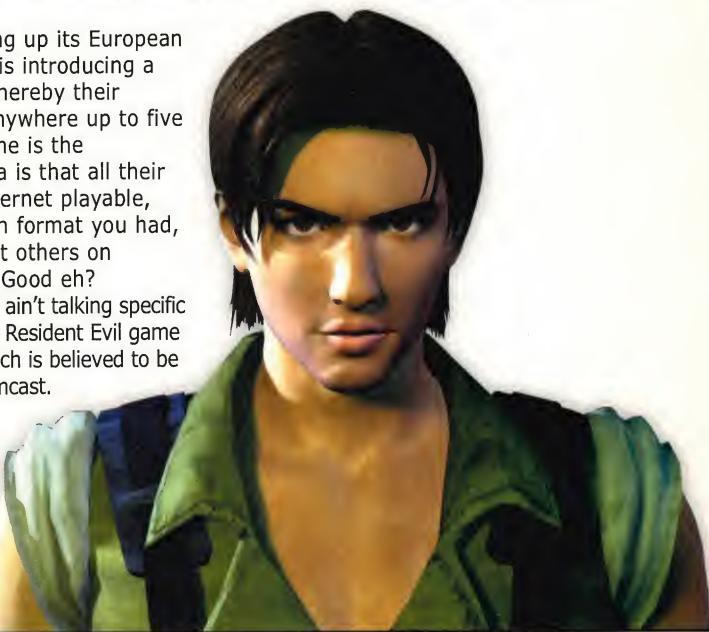
...Army Men: Sarge's Heroes We first reported on this earlier in the year, and the game still looks on course for a pre-Christmas release. It's good to see such a big franchise appearing on the DC, but we can't help feeling that the franchise would be even bigger if they actually put out a good game on it...

CAPCOM DOING MORE DC GAMES!

And Resident Evil is likely to be amongst them...

Fresh from setting up its European office, Capcom is introducing a new strategy whereby their games appear on anywhere up to five formats, of which one is the Dreamcast. The idea is that all their games would be Internet playable, and no matter which format you had, you can play against others on different hardware. Good eh?

At this stage, they ain't talking specific titles, although a new Resident Evil game is in development which is believed to be planned for the Dreamcast. We're guessing that they might make a couple of new Street Fighter games too. We don't seem to have had a new one this week...



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WALKTHROUGHS FOR ALL MY TOP GAMES

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WWW.CHEATUNLIMITED.COM



Bless those Looney tune Infogrames people! The top prize on offer this month is a real, limited edition Looney Tunes Lithograph, a three foot resin statue and a copy of the game. That's not all though folks - there are four runners-up prizes of a one foot Looney Tune resin statue and a copy of the game.

All you've got to do to be a lucky winner is answer the following question...

WHAT IS BUGS BUNNY'S FAMOUS CATCH PHRASE? IS IT...

- A Whozzz uuppp doc?
- B What's up doc?
- C Waaasshhcloth, doctor?
- D What's wrong Mr medical adviser?

Send your entries on the back of a post card to the usual address by the 20th December...

I'm a Looney Tune!
Dreamcast Monthly
Quay Magazine Publishing
22 Strand Street, Poole
Dorset, BH15 1SB

Terms and Conditions

Read the following before you enter the competition. By entering the competition you are agreeing to be bound by the following terms and conditions: this competition is open to all residents in the UK, except for employees of Quay Magazine Publishing, their immediate family and anyone connected with the implementation of the promotion. No responsibility will be accepted for entries lost in the post. Entries become the absolute property of the promoter and will not be returned. There are no cash alternatives to this prize. The decision of the judges will be final and binding and no correspondence will be entered into.



LOONEY TUNES SPACE RACE GIVE-AWAY!



LE MANS 24 HOURS GOODIES UP FOR GRABS!

Wonna experience what it's really like to take part in the famous Le Mans 24 Hour race?

Well, here's your chance to do just that - well, in the comfort of your own home anyway...

That's right, we've got a top of the range Le Mans Scalextric on offer along with a copy of the game to give-away. Four lucky runners-up will also receive a copy of the excellent game reviewed last issue (8/10)...

Take a look at the question and see what you think...

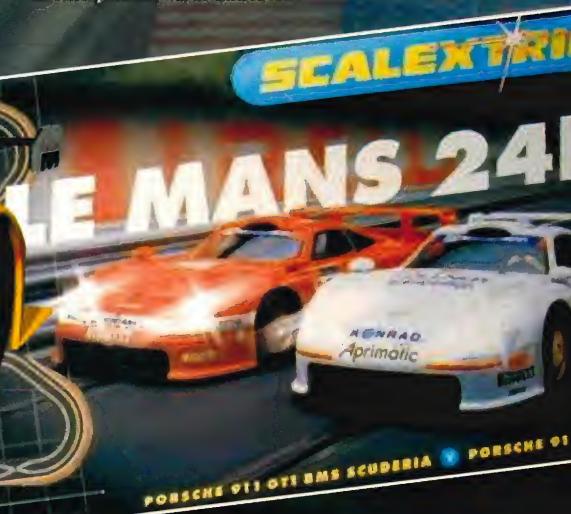
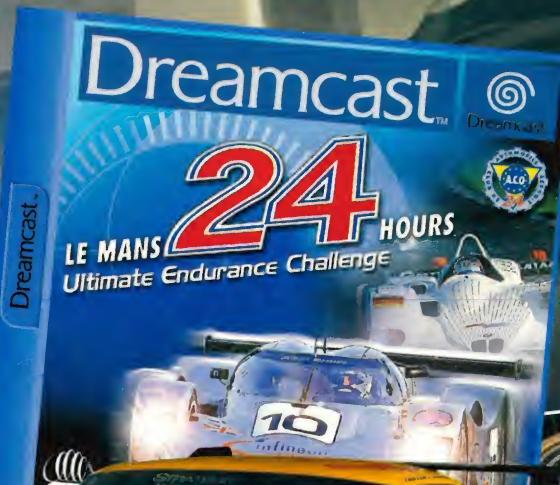
IN WHICH COUNTRY DOES THE FAMOUS LE MANS 24 HOURS RACE TAKE PLACE?

Send your entries on a postcard to the usual address by the 20th December...

I am Le Man!
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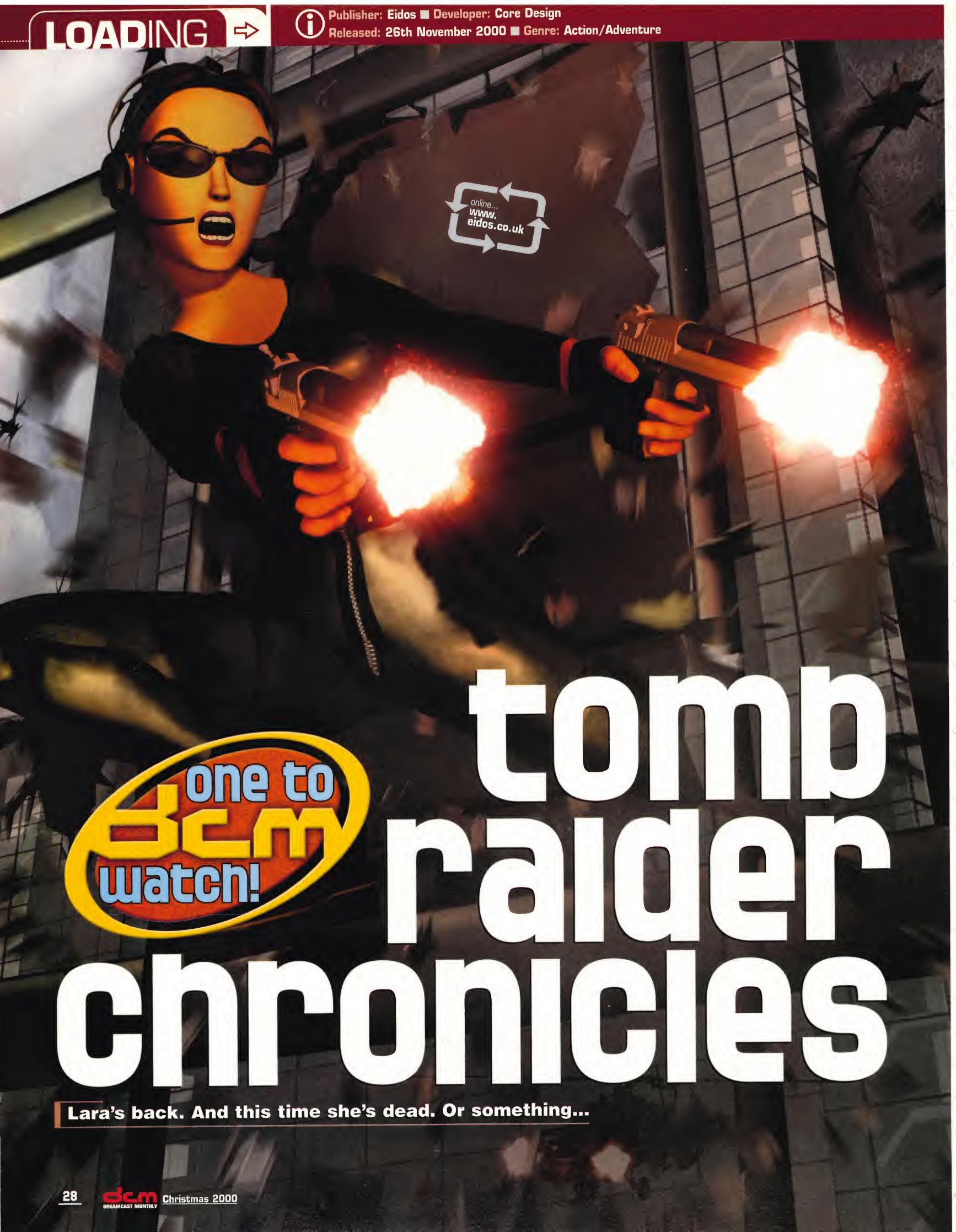
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LOADING ➔

Publisher: Eidos ■ Developer: Core Design
Released: 26th November 2000 ■ Genre: Action/Adventure

online...
www.eidos.co.uk



tomb raider chronicles

one to
watch!

Lara's back. And this time she's dead. Or something...



Bless. Lara's parents huddle around her tomb. Sad ain't it?

dead chuffed

hard to believe, but it's nearly half a decade since we were exposed to the various talents of Lara Croft. In that time, we've been treated to four games, new consoles, umpteen jokes about her mammories and, in 2001, a major Hollywood blockbuster film. But before that, we have game five, in the form of Tomb Raider Chronicles, due out very shortly indeed.

The twist to game five has already been widely reported and

thoroughly disbelieved. That's because, following on from the end of part four, Lara is dead. Or so we're supposed to believe. The new game this kicks off at a memorial service in her honour, and the instant suspicion-raiser is that her body has not yet been found. Or it could have been found, but some strange cannibalistic tribe discovered it and treated themselves to roast breast. The first, however, is the more likely option.

Anyway, at said memorial service, a bunch of people including Jean Yves, Winston and a priest called Father Dunstan, head back to Croft Manor, no doubt for a quick tipple. During said binge, they start to recall the adventures of our heroine, and

LIKE THE CLOBBER?

Starring for the fifth time, Lara's costume budget has clearly benefited from a financial injection. Add to her already considerable wardrobe then, a catsuit not unlike that of Carrie Anne Moss in The Matrix. It comes with a headset, natch. Also, she'll have her very own SAS camouflage outfit. But that's slightly less exciting really.



before you can say let's-play-the-entire-game-in-flashback, you jump into Lara's shoes during some of her exploits of yesteryear.

So where do said adventures take place? Across four different locations, actually. A tiny little Irish Island, a trip through Rome, on board a

**SOME STRANGE CANNIBALISTIC TRIBE
DISCOVERED HER BODY AND TREATED
THEMSELVES TO ROAST BREAST**



Lara'd better watch her back - this suited-up bad guy's gonna take her from behind...





It just wouldn't be Tomb Raider if Lara didn't partake in a bit of acrobatics!



THE FUTURE

Where the Tomb Raider franchise goes from here is a subject of much debate. It's generally believed that the current style of game will last for one more installment before Core go back to the drawing board and reinvent the whole thing. Thus we can expect another game next year, although it's possible it may be Playstation 2 only. That's subject to confirmation, though.

German U-boat and a spankily hi-tech tower block. As you'd expect, each location requires a different strategy to defeat it. The action kicks off in Ireland, with Lara a mere sixteen years old, and the levels ridden with traps and puzzles. In short, it's a level where Lara needs to rely not so much on weapons, but instead engage her brain. Not an obvious choice for a first level, but they're in charge, not us.

Core are promising a feel not dissimilar to the X-Files when you

IT MIXES UP THE MORE POPULAR SIDES OF THE TOMB RAIDER GAMES

step foot on the German U-boat, although it's tempered by a large slice of action which is required to survive. The more traditional level for Tomb Raider fans will be found in Rome, which takes things more back to

LOOKING GOOD BABY



Much though we were fans of Tomb Raider: The Last Revelation, there was a mite of concern that in all the enthusiasm to bring Lara to the Dreamcast for the first time, the full potential of the machine wasn't particularly pressed. Well Core are fixing that this time round, and as you can see from the

screenshots, the new Tomb Raider will look a damn site finer this time around.

Graphical improvements you should look out for include much more detail in the various environments, and suitably improved lighting effects. Lara herself won't be looking too bad, either...

basics. And then it's to the world of the hi-tech when you enter the super-advanced Tower Block. This level requires a mix of everything, and you'll have

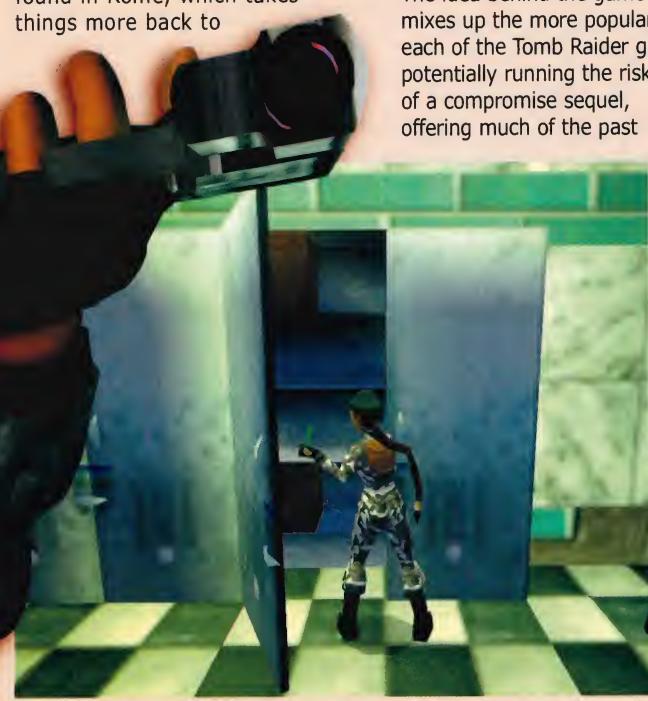
but not a lot of the future. You decide if that's a bad thing. Things have been simplified slightly too, although not made any easier. The objectives to each level this time will be more linear and straightforward, meaning instead of trying to work out exactly what you're trying to do, you can simply get on and do it.

Also, as well as more characters resident in the new game, the object count has also been pushed northwards, and there will be much interaction between both. To back this up further, the inventory system will also arrive with enhancements, with particular focus paid to a more complete

continuous guidance on hand in the form of ZIP, some companion you appear to be lumbered with.

The Plan

The idea behind the game is that it mixes up the more popular sides of each of the Tomb Raider games, potentially running the risk of a compromise sequel, offering much of the past



Lara can now search through cupboards and draws for useful items. Look, a green stick!



SO WHAT DO THEY DO NOW?

The main stumbling block facing Core is the phenomenal success of the series thus far, with their bank account easily swelled by taking the safe option. Thus departing from the tried and tested formula will also offer a test for the fans of the game, although some of them have become frustrated with the relatively stagnant nature of things (the third installment especially doesn't seem to have that many die hard fans).



Sniper Rifle? Oh yes - we can't wait!



'combine' facility. More weapons have been added as well, with a grappling hook and a sniper rifle joining the already impressive inventory. Want more? Well Lara is a bit more nosy this time around, courtesy of a search option, which lets her rifle through your drawers. Sigh. She's also able to take on new challenges, such as swinging from bars and walking along tightropes. She'll be auditioning for the circus next no doubt.

Perhaps the most significant improvement though is that work that's been done on the artificial intelligence. The opposition is far more clued up for episode five, which instantly makes stealth a far more pertinent option. The baddies will react to sound, for instance, which means instead of jumping out all guns blazing,

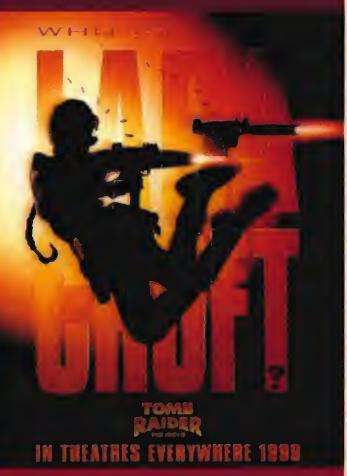
you're probably better off creeping up behind them and engaging in hand to hand combat. Or you could just hide. It's up to you, really.

not long now

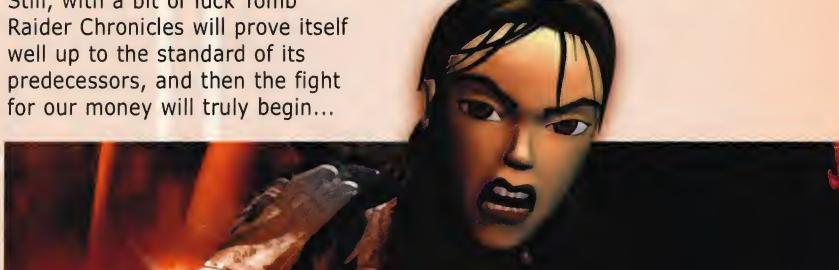
The game is due for release imminently, and is once again expected to be one of the key performers this Christmas. What will be

interesting is how well it performs in a Dreamcast market that's already dripping with high quality releases. Clearly it'll sit near the top of the PlayStation charts (along with the latest FIFA game), but when facing the might of MS-R, Shenmue, Sega GT, Quake III and so on, it'll be a far more interesting challenge. Still, with a bit of luck Tomb Raider Chronicles will prove itself well up to the standard of its predecessors, and then the fight for our money will truly begin...

AT THE MOVIES



Most notably, there's the much mooted movie. Originally planned for a year or two ago but now finally before the cameras with Con Air director Simon West behind the camera. Produced by Paramount Pictures, it's Oscar winner Angelina Jolie who's got her paws on the title role, and the plan is that if the first movie does well, we could be looking at a whole new franchise. You can expect the film to appear next summer, and the theory follows that a game will be released to tie in with it. Suffice to say, we don't think we've seen the end of gaming's first lady by a long straw...



BEFORE YOU CAN SAY LET'S-PLAY-THE-ENTIRE-GAME-IN-FLASHBACK, YOU JUMP INTO LARA'S SHOES DURING SOME OF HER EXPLOITS OF YESTERYEAR



Fuel tankers are dangerous to drive, especially during the fuel protests...



18 Wheeler: american pro trucker



Watch your speed - driving a tanker over a hump-back at 70mph isn't wise...

ROAD-HAULIN'

Every job you attempt in 18 Wheeler American Pro Trucker has a price. This is reduced if

you damage the goods while they're in transit, so careful driving is rewarded.

CAR TRANSPORTER 08 LENGTH 37.7 ft WEIGHT 33000 lbs HARD	LOG TRAILER 03 LENGTH 52.5 ft WEIGHT 46200 lbs
TRANSPORT REWARD \$12,500	TRANSPORT REWARD \$16,000

All those trucks and not a Yorkie in sight...

Americans love their trucking films (and yes, I did say 'truckng'). They all have the same plot. Getting something stupid from A to B in record time by driving much faster than the American speed limit of 55mph. They all star Kris Kristofferson or Burt Reynolds (or

their complaints about fuel prices, they always seem to have enough of the stuff to block the roads and hassle everyone else. And now they're threatening to do it again. If they do, make a note of which trucking companies are allowing their vehicles to be used in this way, and ring up and complain. Over and over again. And if you see one of the buggers

the game has a realistic driving system, with the trucks behaving as sluggishly as you would expect

sometimes both), and every last one of them portrays the cops as fat, bungling buffoons who do nothing but get in the big, brave truckers' way. How dare they try to enforce the law? Everyone knows it doesn't apply to arctics...

In this country lorry drivers park their trucks across the entrance to a fuel depot or slow to a steady crawl causing a tailback to protest about the high price of fuel. And the cops just let 'em. For all

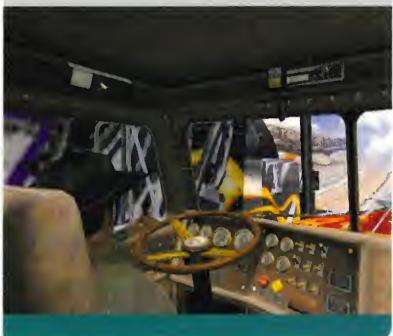
in your rear-view mirror, slow to a steady crawl and give him a taste of his own medicine.

High-Octane...

Anyway, Sega's conversion of their own coin-op, 18 Wheeler: American Pro Trucker, doesn't recreate the fuel protest, though it does a fair job of imitating those old Convoy/Smokey and the Bandit-type films, even down to the sampled speech from the CB radios.

INSIDE LINE

The cabs are incredibly detailed - I wonder what all those switches and dials do? The only things that are missing are the fluffy dice hanging from the ceiling and the half-eaten Yorkie on the dashboard. Whether there's a dirty teddy bear tied to the radiator is unknown...



The game sees you driving through four stages, set in New York, Florida, San Francisco and elsewhere as you dodge the police, regular road users and other truckers in your quest to get your cargo from A to B within the given time limit. You have five lorries (or 'rigs', in American trucker lingo) to choose from, each with its own driver.

Your enormous 18-wheeler is not a Ferrari or a Porsche. It doesn't handle like a sports car, it can't slide around corners to gain that extra second and it doesn't accelerate like a bullet. Instead it handles like a brick, takes corners nowhere near the apex in order to get the trailer round and accelerates from 0-60 in about a week. The game has a

whether it has the depth to match remains to be seen. unique driving experience or single-gimmick game?

realistic driving system, with the trucks behaving as sluggishly as you would expect, with the inertia offered (or inflicted) by such a large vehicle faithfully reproduced along with speed, torque and handling. Even the weight of the cargo stored in your rig is taken into consideration, and affects the way the truck moves. Such a large machine demands special driving skills, which will be tested to the full as you weave in and out of traffic, taking to the central reservation and pavements as you dodge other road-users and try to out-run the cops. Running out of time? Look for certain cars coming in the other direction - some carry bonus time. Drive into them head-on, sending them bouncing in flames across the road, and you gain valuable seconds. It doesn't do the occupants of the car much good, but hey, it's only a game.

Added Extras

Extra modes and levels have been added to flesh out the coin-op's



Success! In the nick of time too...

gameplay on the home machine. There's a two-player, split-screen Battle Mode, where you race and trash a mate, there's a Parking Mode (hardly easy in an 18-wheeler) and between-stage bonus rounds to test your trucking skills.

From what we've seen so far, 18 Wheeler: American Pro Trucker looks

set to offer more thrills and spills than you would expect. Although the vehicles drive like bricks, it's not short on action and controlling such a heavy machine demands its own driving skills, offering a welcome change from the usual sports-car sim. Whether it has the depth to match remains to be seen. Unique driving experience or single-gimmick game? We'll let you know when it's ready for review...



Seems American truckers keep a copy of Dreamcast Monthly on their dashboards. Hope he's read this preview...

**TWO-PLAYER TRUCKING**

The usual two-player split-screen option is there, where you race against another monster truck on a race track. This is Dreamcast-exclusive, and not found in the coin-op.





commandos 2

It's a dirty job, but someone's gotta do it...



INDOOR ARENAS

Your commando raids take you into buildings as well as through hostile outdoor locations. These really look the nuts, and will offer great opportunities to rotate the graphics and check out the cool scenery models. With any luck, fighting in restrictive indoor environments should demand differing tactics too.



You might not have heard of the original Commandos. Commandos: Behind Enemy Lines was released on PC CD-ROM in June 1998, and has since sold over a million copies worldwide. Not much use to us if it didn't appear on the Dreamcast, but with the pedigree firmly established, the stunning-looking sequel Commandos 2 (what else?) is being brought to our cool console next Spring.



Oh no - another petrol protest...



Continuing the trend away from mindless blasters, Commandos 2 is a tactical action strategy game set in World War II. The player takes control of an elite group of commandos who must venture deep into enemy territory to

the game is ideally suited to next-generation technology

complete a series of mission-based objectives. Sounds like a mixture of stealth, action and bloody-minded blasting, then - a sort of Metal Gear Solid meets Rainbow Six. The game incorporates several new features and utilises a completely new game engine, enabling indoor and outdoor locations as well as the ability to rotate the environment. Just right for looking at those snazzy graphics you can see in the screenshots...

TAKING AIM...



What serious stealth shooter would be complete without a sniper rifle? This lets you pick off your enemies at a distance, though whether it lets you perv at half-dressed women like in this issue's Silent Scope remains to be seen...

creator quotes

Eidos is very excited about this one. Mike McGarvey, Eidos' Chief Operating Officer, says "Eidos firmly believe in developing key series and the Commandos series is one of our strongest. Console owners the world over will now be able to experience the compelling gameplay and stunning graphics of Commandos 2". Heady stuff - cool they're putting so much faith in an entire series of Commandos games and not just rushing out a sequel to cream off a little more money.

But what do the developers think? Well, they're hardly gonna dis the game, are they? Ignacio Perez, Chief Executive Officer of Pyro Studios, says "We're delighted to be developing Commandos 2 for the Dreamcast. The game is ideally suited to next-generation technology and we look forward to bringing Commandos 2 to a wider audience".

We look forward to seeing a playable copy of the game too, but in the meantime, check out these snazzy shots...



championship surfer

i Publisher: Mattel Interactive ■ Developer: Krome Studios
Released: Winter 2000 ■ Genre: Sports Sim

Championship Surfer - anyone want to win a prize for guessing what type of game this one is? Naah, too easy. It's time to catch the wave with the Dreamcast's first ever surfing sim - well it makes a change from all those snowboarding efforts...

Championship Surfer is an arcade action game that allows for real-time and realistic surfing, using a number of surfing styles on a variety of wave breaks. Developed by Krome Studios, a group of avid surfers coming out of Australia, Championship Surfer also allows gamers to play as one of eight Team O'Neill surfing superstars, each with their own unique stable of custom surfboards, surfing styles, tricks and stunts.

The game lets you surf off a large tropical island with ten unique beaches and wave breaks. You can surf on any of the six custom surf boards designed to suit differing surfing styles. The gamer can experience 'realistic wave situations' (according to the developers - we wonder how many gamers would know the

difference?), learn over 50 complicated tricks like Rios, Snaps, Barrels, Kick Outs, Aerials and 360s and attempt Single and Multi-play Competitions with commentators and judges.

Hazards

It wouldn't be a game based on surfing without some serious hazards. Here you must avoid treacherous obstacles like sharks, reefs, Jet-Skiers, buoys, jetties, other surfers and more. There's a Replay Mode for you to watch your performance and hidden beach locations to find.

"Our partnership with the members of the O'Neill surfing team will help us bring an air of authenticity to Championship Surfer", said Mattel Interactive President Bernard Stolar. "With the growing popularity of games based on skateboarding and snowboarding, a product like Championship Surfer is a logical progression. The combination of a talented developer like Krome and world-class surfers from O'Neill will enable Championship Surfer to deliver a new brand of excitement to console and PC gamers alike." Sounds exciting - let's grab those wet suits...



SURF'S UP...

The following O'Neill surfers will be represented in Championship Surfer:



Cory Lopez

This 23-year-old from Indian Rocks Beach, Florida, is one of the most versatile surfers in competition today. Cory has risen to the top in a relatively short amount of time and has firmly established himself as a force to be reckoned with on the waves.



event in Huntington Beach, CA and finished the year with an impressive fourth-place finish in the World Championship Tour standings.



Shane Beschen

Hailing from San Clemente, CA, 29-year-old Shane has consistently been among the top surfers in the ASP (Association of Surfing Professionals) since his pro debut in 1993 and continues to chip away at the ASP field to secure his place as ASP World Champion.



Jason Collins

Known in surfing circles as 'Rat Boy', this 29-year-old Santa Cruz native won the Vans/Surfing Magazine Air Show in 1999, and has also been featured on the cover of Transworld Surf Magazine.



Tim Reyes

One of the newest O'Neill riders, this 18-year-old Huntington Beach, CA native is poised to be one of surfing's future stars. He already has several NSSA (National Scholastic Surfing Association) High School championships to his credit, along with an equally impressive seven-event winning streak.

Rochelle Ballard

Sunset Beach, Hawaii's Rochelle Ballard won the largest purse prize in women's professional surfing history in May of this year at the OP Boat Challenge in Indonesia. In 1999, Rochelle won her first world championship tour



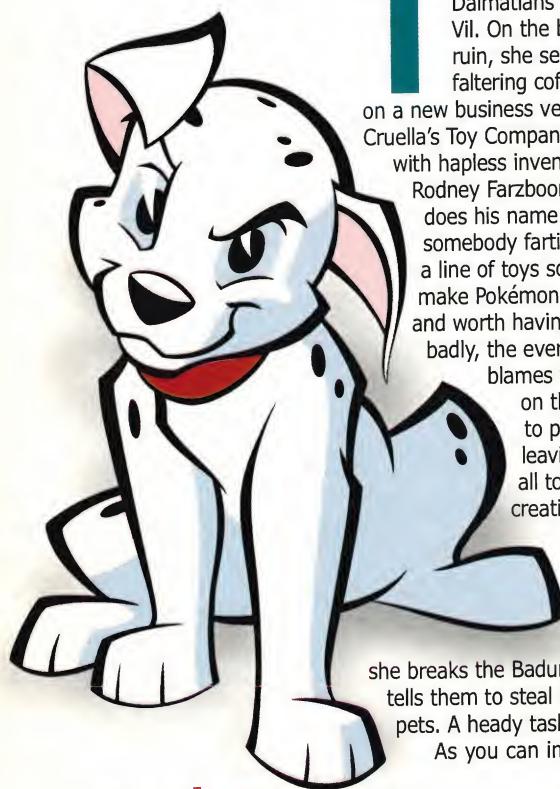
disney's 102 dalmatians: puppies to the rescue



The cyberbabe cocks her pulsing plasma gun and...oh, sorry, wrong game



The second generation of those spotty doggies are here - but so is Cruella...



Time has not been kind to 101 Dalmatians' bad girl Cruella De Vil. On the brink of financial ruin, she seeks to replenish her faltering coffers by embarking on a new business venture, Cruella's Toy Company. Along with hapless inventor Rodney Farzboom (why does his name sound like somebody farting?), she produces a line of toys so hideous they make Pokémons look interesting and worth having. When they flop badly, the ever-logical Cruella blames their lack of success on the children's need to pamper their pets, leaving them no time at all to play with her creations. So what does she do? Create a toy that behaves like a pet (it worked for Tamagotchi)? No -

she breaks the Baduns out of jail and tells them to steal all the country's pets. A heady task...

As you can imagine, stealing

every pet in the country isn't an easy task. So what do the Baduns do? They get rotten Rodney to reprogram the terrible toys and turn them into a miniature army of pet-nappers. Now, if Rodney was so clever he could come up with toys that were capable of doing this, why didn't he make a better job of

the game is obviously aimed at the younger gamer

selling the buggers? Ever seen Small Soldiers? His toys could do that for real, but it was not to be. Fools!

come see my Puppies

The heroes of the hour are, unsurprisingly, puppies. Domino and Oddball escape the clutches of the

Baduns, but their brothers and sisters are kidnapped. Fearing Cruella is responsible, they move out and seek their nemesis

So much for the plot - what about the game? You must 'sniff, dig and dog paddle' your way through 16 levels plus six fun mini-games. Settings include Big Ben, Piccadilly Circus, The Ice Festival and the De Vil Manor (seems her finances haven't shrunk so badly she has to move into a two-up, two-down). All the expected game elements are there, including puzzle solving, and playing with in-game toys.

The game is obviously aimed at the younger gamer, but none-the-worse for that. There's always room for a good cute-'n'-cuddly adventure game, and Disney's 102 Dalmatians: Puppies to the Rescue looks set to deliver.



i Publisher: Crave Entertainment ■ Developer: Unique Development Studios
Released: April 2001 ■ Genre: Driving Game

sno-cross championship racing



Is there any vehicle that hasn't come to a console driving game? Now it's the turn of snow sleds...



As fast as motocross bikes and a darn sight heavier - snow mobile racing is a dangerous sport

It's easy to dismiss this as a peculiarly-foreign, niche-market effort that will never make the leap to mainstream gaming, and the only Brits who play it will be the trainspotters who take pleasure in singing the praises of games no one else has ever heard of. When you see it was developed by a Swedish team the impression of a game that won't appeal to anyone who doesn't live in a country where it snows in June is complete. Hold your horsepower, though - the PlayStation game Sled Storm went down a, uh, storm, and was one of the few games to come out of Electronic Arts in 1999 that didn't stink of dog turds but sell on a licence.

Sno-Cross Championship Racing offers extreme scooter racing covering three different levels of ability and set across seven winter sports resorts like Nagano (Japan) and Aspen (America). There are several types of weather on offer (presumably cold, colder and coldest), and 12 authentic Yamaha snow scooters drawn directly from their real-life counterparts' blueprints given to the developers by Yamaha's head office in Tokyo, Japan.

YOOT Culture

According to Mark Gersh, Product Manager for Crave Entertainment, Sno-Cross Championship Racing is a well developed game which has a huge potential to be a best seller in the videogames market. Offering its speed

and graphical flair, he argues it should suit today's gamer perfectly. Frankly, we have our doubts. As good as the aforementioned PlayStation offering Sled Storm was (and it was exceedingly good), it did next to nothing in terms of sales, and was totally outclassed by EA's own hopelessly-inferior Formula One game, despite universal praise in the press. Perhaps it's because the PlayStation served the casual gamer, the guy who takes more notice of the picture on the box than the scores in the review. As the Dreamcast fanatic is more dedicated and more interested in gameplay than endorsements, our mighty machine could provide more fertile ground for a game based on an obscure sport to grow. Let's hope so...



WHO IS UDS?

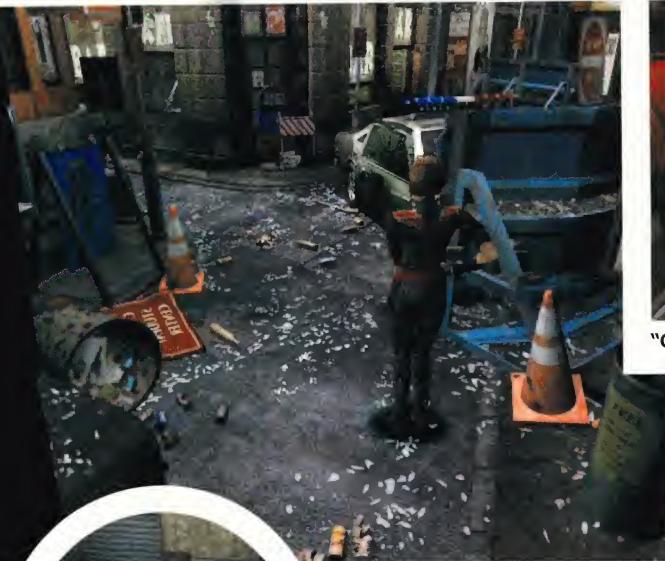
The Swedish programming team Unique Development Studios (UDS) was founded in 1997 and is currently the most successful development house in the country. Over 45 employees work at its headquarters in Norrköping. The team's previous efforts include the mixed No Fear Mountain Biking, published by Codemasters.



resident evil 3: nemesis



Back again, but is it enough to impress?



"Go on, you first - I bit the head off the last one!"



In retrospect, the world of Resident Evil on the Dreamcast has been fairly strange. It kicked off with a straight Playstation port of Resident Evil 2, and much though we liked the original game, we couldn't help feeling that it was a bit of a shelf filler. Things improved enormously with the introduction of the Dreamcast exclusive Resident Evil Code: Veronica, an awesome piece of software that we had genuine trouble pulling ourselves away from. And now? You could argue that we're back to square one, as Capcom prepare their Dreamcast conversion of Resident Evil 3, a game released on the PlayStation before Code: Veronica on Dreamcast. Go figure.

Still, there's a bigger picture to look at here, and the core bottom line is that the Resident Evil series is one of the most playable, scary and downright enjoyable

franchises to hit modern day videogaming. So what exactly do they have in store for us this time?

The continuing nightmare of Jill Valentine, that's what. Having survived the mansion disaster of its predecessor, the unlucky Valentine just can't seem to catch herself a break. This time she prepares to head out of Raccoon City (and no, we couldn't find it in our A-Z either). Small obstacles, however, keep getting in her way. Such as the entire place crawling with zombies who are rather intent on eating her flesh. It's all a bit of a cue really for another tense action adventure, as she has to rely on the basics of force and guile to make progress through the adventure.

The action kicks off hours after Resident Evil 2 concluded, and that means the nightmare plot of the Umbrella Corporation is set to be

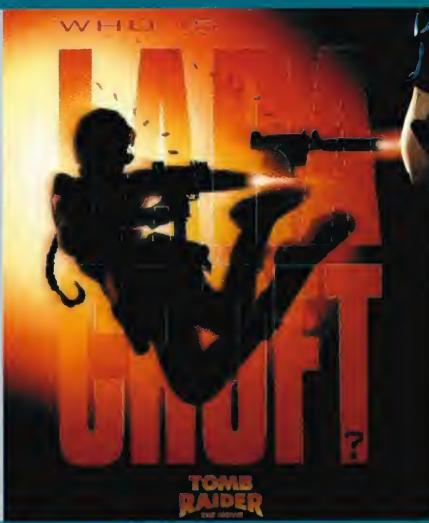
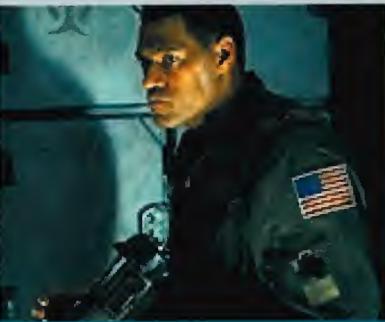


Raccoon City's in a real mess. That bloody Umbrella Corp!

RESIDENT EVIL: THE MOVIE

Fans of Res Evil are in for a complete treat this time next year, as work is underway on the film version of the franchise. Due for release around Halloween, the man behind the camera is director Paul Anderson, who previously brought Mortal Kombat to

the big screen, with mucho money made as a result. He's also given us Event Horizon, Soldier and Shopping, as well as being linked at one time with a Doctor Who movie. And don't forget that the Tomb Raider movie is due next summer too. Hurrah...



entertaining than some of the drivels we've had served up before.

You haven't got too long to wait if your mouth is already watering at the thought of more RE (although if it's not for that reason, then we suggest you get your gob seen to as soon as possible), with a release date set for just prior to Christmas. The big question now though is that where exactly do Capcom take the franchise now? It's a question facing Eidos with Tomb Raider and Capcom again with Street Fighter. Let's hope that the next release in each of these respective franchises, instead of giving us evolutions of an admittedly excellent theme, dare to push the boat out a little. But until then, we ain't complaining about RE3 on the Dreamcast, thank you very much.

uncovered some more. Although anyone who has already played the game on the PlayStation, as we're guessing the die hard Resident Evilers will have done, will know all this like the back of their hand. If you fall into that category, head over to the bit marked 'Dreamcast Version' while we babble on about the game a little bit more.

Additions since Resident Evil 2, but before Code: Veronica (if you're following the plot here), are the inclusion of more zombies, a variety

Dreamcast Version

So let's examine what we get with the Dreamcast version. The key improvement, as usual, is clearly in the visual stakes, with the tatty visuals of the PlayStation version suitably updated for the DC. The other improvement we know of allows you to pick different looks for the main character from the moment you start the game. You can, for instance, play a character in the style of the lead from Dino Crisis, a game you can read about not a million pages away from this one.

the res evil series is one of the most playable, scary and downright enjoyable franchises in videogaming

of enemies that can come back to life at any given moment (the little basts), plus the opportunity to interact with the environments more. They cite on the press release that you can use background objects defensively, so that's got to be worth us passing on. Or maybe not.

The likelihood here is that Resident Evil 3: Nemesis will end up pretty much the same as the PlayStation version, only with a tidier look. Expect then a quality, worthy addition to the Resident Evil franchise, which if it isn't the best that Capcom have served up, it's at least a damn sight more



Gun Powder can be mixed to create ammo for different weapons.



"Well hello... Would you like to look at my rather big gun?"



CAPCOM ON DINO

Colin Grant is the marketing man at Capcom Eurosoft. And this is what he has to say about DC on DC: "Dino Crisis is widely renowned as one of the most groundbreaking titles of recent years and this revamped Dreamcast version will only serve to enhance that reputation. No other game can match Dino Crisis' intensity and the improved graphics of the Dreamcast game are set to introduce an all-new audience to its many delights. Dinosaurs have never looked so good or so fearsome". So now you know.

Capcom don't just have evil up their sleeves. They've also got Dino Crisis; a game with bite...

Not content with bringing just Resident Evil 3 over to the Dreamcast, Capcom has also been busy bringing the Jurassic-themed action adventure over to the Sega. Its name is Dino Crisis. And here's what you need to know.

Firstly, that the game was

generally recognised to be Resident Evil: Walking With Dinosaurs. Or something like that. Similar both in style and approach to the RE games, the twist this time is that there are dinosaurs. And lots of them. Secondly, this is arriving on the Dreamcast well over a year after the PlayStation original. Now

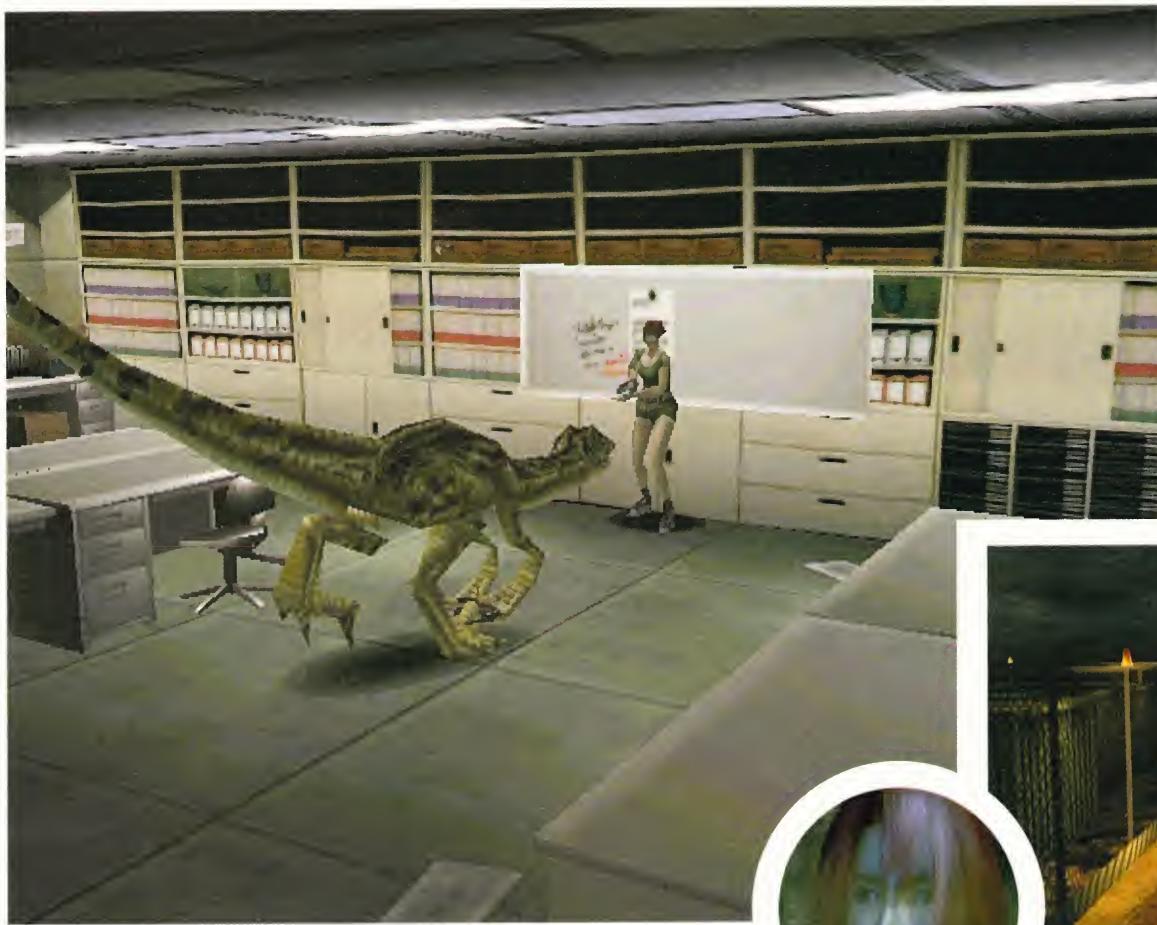


previews by their nature are generally supposed to be fairly positive things, and we ain't denying that Dino is a good game worth having, but this is late. And very.

The Plot

The story sees you in the shoes of a new hero called Regina. She's a bit of a fox, if we're being honest. As you do, she's having a mooch around what is supposedly a deserted scientific complex, a place shrouded in mystery with few aware of what project leader Dr Kirk was really up to. Until a great big piss-off dinosaur comes and tries to rip your limbs off. You've a fairly good idea what he was up to after that. We've seen Jurassic Park.

Anyway, rumours abound that the



It takes a fair few shots from that gun to take him down.



old fella was doing some DNA experiments, and predictably, he's been breeding dinosaurs. It's all the rage, apparently. This is a bit of a problem for Regina, as she's stuck in the said base surrounded by the little sods. Which is just about where you come in.

Like Resident Evil, Capcom is serving up an action adventure here, and you're going to have to be fast enough to react to the various nasties waiting around the corridors, and then use a bit of brains to unravel in full

the mysteries surround the complex. The visual style is the same as the RE games too, with the camera catching every drop of your blood hitting the

beautifully rendered graphics in a fully 3-d polygonal environment

floor. We hope you're not reading this over breakfast.

Dreamcast improvements? You've guessed it, they're giving us nicer graphics than the PlayStation, which

we expect but are still glad we're getting (the press release goes as far as to claim 'Beautifully rendered graphics in a fully 3-D polygonal environment'. Trying saying that after you've had a couple). Other than that, it'll be pretty-much what was released before, with the nuts and bolts of the game transferred intact. This does mean that we'll get a tense action adventure, although if it's a warts-and-all conversion, we do have possible concerns about the pacing of the game, which is generally slower than you'd expect for a dino action fest. But do expect plenty of twists and turns as you solve the various puzzles required to get into the very guts of Dr Kirk's little base, where only then will you find out what fate has befallen him.

Dino Crisis is set to be released onto Dreamcast in December, with Virgin taking back the publishing rights to Capcom games they lost for a while

to Eidos. We should then be able to bring you a full review in our very next issue. Unless members of the DCM team suddenly start disappearing in mysterious circumstances...

DINO CRISIS 2

Perhaps the most unfortunate thing about this otherwise-welcome Dreamcast conversion of Dino Crisis is that PlayStation owners are about to be served to their second helping of the game, with the sequel due out this Christmas too. The sequel is already winning rave reviews, and hailed as a genuine advance on the original. Its key advancement is that it unshackles itself slightly from the Resident Evil's style, thus opening up a more action based game than the original. Perhaps if the nice folks at Capcom are reading this, they could give us DC2 as well? And soon?



Christm

one to

dcm
watch!



SONIC SHUFFLE

THOSE CHARACTERS

So the game includes characters from the world of Sonic, right? That means you get folk like the man himself, Tails, Knuckles, Amy but seemingly no evil Dr Robotnick. Ho hum. Anyway, each character comes equipped with their own special moves which they can use to their devious advantage throughout the game. Hee hee hee.



Sonic shuffle? That could be misinterpreted in the wrong hands, y'know...

Not too long ago, things didn't look good for Sonic. Sure, he was king of the MegaDrive, as anyone who was around for the infamous Sonic 2's Day will tell you. But after a while, the games started getting tired, and whilst Mario flourished, the hedgehog simply wasn't keeping up. But he was saved by the Dreamcast. For the main launch day title for the console was the spiky one's return, in a game that also marked a tremendous return to form.

Sega are capitalising on the exploits of their most famous character too, with two releases planned for 2001. The high profile one is, of course, Sonic Adventure 2, which from the video footage we've seen is set to eclipse his exploits of twelve months ago.

The more curious title however goes by the name Sonic Shuffle. And this is what it's about...

In a nutshell

As succinctly as we can put it, this is Sonic the Hedgehog transformed into a kind of board game. The move isn't a mile apart from Nintendo's Mario Party series, as the idea is to serve up a fun, multiplayer game that you can easily pick up and play. There's the usual nonsense plot behind it all, but the gist is that various characters battle out in a variety of minigames, with some cards thrown in for good measure.

The cards, which presumably you get to shuffle (that's our best guess as to where the title Sonic Shuffle came from), act as the dice in the game, moving you round the board to play the various games. Up to four can take part, and you get to choose to



Expect to see at least 40 mini games on offer...

5

play one of the eight characters bundled into the game.

The overall aim is to recover some stones that have been nicked by someone nasty as part of the usual dastardly plot. First to recover the

have already got this one down for a release early on in 2001. As for our prediction regarding the game itself, it's simply too early to tell. This kind of thing rises and falls on the quality of the minigames

the idea is to serve up a fun, multi-player game that you can easily pick up and play

stones is the winner, leaving the others with a runners up prize of knowing they've spent the best part of half an hour trying to win some nonsense prize and not even getting that. The world can certainly be tough.

The game can be played across anyone of five boards, although we reckon there will be some more in their waiting to be unlocked. On the various spaces of the boards, as well as links to the various minigames, are a gamut of powerups and penalties just waiting for you to put your plates of meat on. As for the games themselves, they're arranged in several different ways, although the majority of them involve all the players from what we can tell. Furthermore, none of the little games are particularly complicated, and with over 40 of them included, in some ways it bears comparison with the underrated PlayStation title Bishi Bashi Special. But don't worry. Most other people haven't heard of Bishi Bashi Special either. If you haven't got that many friends around you, then Sega are thoughtfully including a story mode in the game, which lets you follow the plot and complete everything all on your own. Alternatively, you should be able to log on and play fellow shufflers around the world. If that's your thing.

Coming soon...

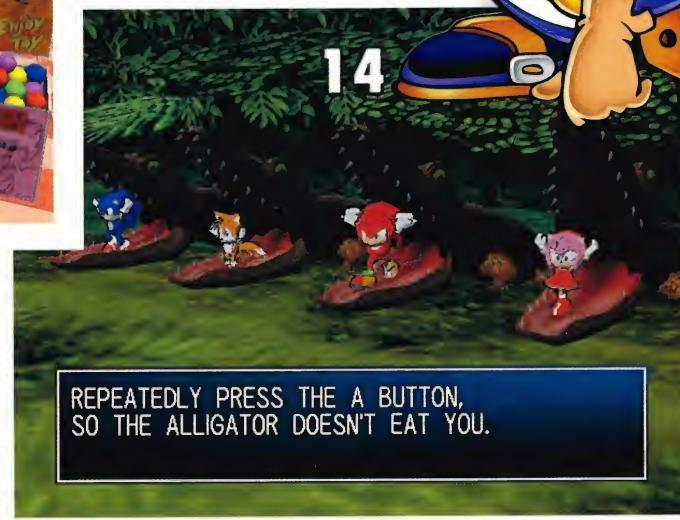
The game makes its debut in the States just before Christmas, but Sega Europe

themselves, with a large percentage of them needing to have some degree of replay value to keep players interested in the game itself. The programming team does, however, have some folk who have Mario Party on their curriculum vitae, and whilst that game wasn't a classic by any stretch of the imagination, it was still diverting fun that quickly and easily passed the time with a bunch of friends.

We're under no misapprehension that



this is the lesser of the two Sonic games we'll see next year, both in terms of consumer anticipation and traditional Sonic values. But that doesn't mean we're not looking at something quite good here as well. Visually it's as bright and attractive as you'd expect, with a large number of familiar characters and some new ones thrown into the mix. But that all important gameplay? We're just going to have to wait a little bit longer to see if Sonic delivers.



REPEATEDLY PRESS THE A BUTTON, SO THE ALLIGATOR DOESN'T EAT YOU.

Straight forward stuff if you ask us, but most fun after a pub session no doubt.

Starlancer



It's time to save the universe from the bad guys (again)...



There's some superb looking cinematic sequences

We realise technology moves pretty quickly these days, but this is ridiculous. According to Starlancer, mankind colonises space in the year 2015. People take holidays in space, visit other planets and generally enjoy themselves. Can't wait...

There's a dark cloud on the horizon, though. By 2160 a series of mergers and acquisitions has split the interstellar economy into two armed camps, the Western Alliance and the Eastern Coalition. Well,

the outcome of individual missions can affect the plot

Space Race was born out of the cold war (and on the back of Nazi rocket science), so why not restart it for a space game? Every sector of the 'known galaxy' has been colonised (someone must have uninvented telescopes), and the two protagonists are duking it out for overall control.



So where do you come in? You play a Starlancer, a pilot of the Western Alliance - looks like we're casting the East as the baddies again. Bet they've got snow on

their boots too. You can choose from 12 unique ships and over 20 weapons in your quest to play your role in the war against the Coalition. Fight well...

Pro-Active Plot

In the game's single-player mode, the outcome of individual missions can affect the plot. Fail to stop an

INTERNET PLAY

Starlancer features online action (hurrah!). Crave promises eight-player combat and even co-operative missions - at last online play is being taken seriously...



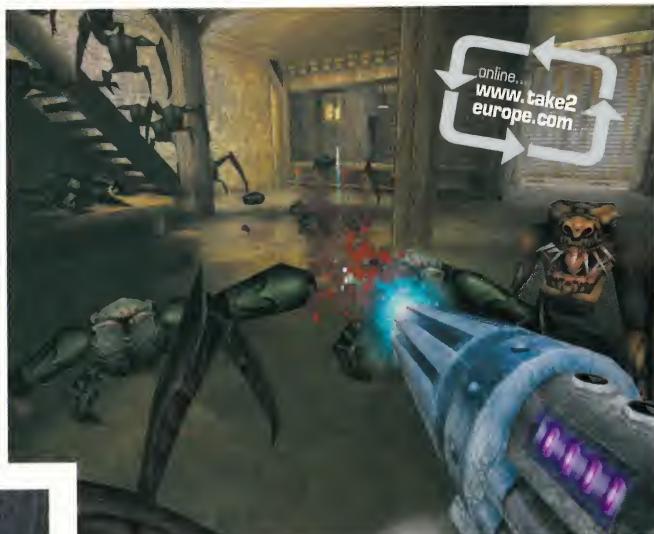
assassination, and the victim won't be there for you if you need him. Let a convoy get through and the enemy's arsenal is bolstered. The game's

technical stats are impressive. Look out for 80 types of space ship, 20 minutes of cinematic cut scenes and 6,000 speech samples.

Space combat games always go down well, and this one looks a real treat for the eyes. If the dogfighting, AI and mission structure are as good, it could be a winner...



Publisher: Take 2 Interactive ■ Developer: Third Law
 Released: Christmas 2000 ■ Genre: Shoot-'em-up



Eighties power rock and BFG's. Perfect blend or disaster?

KISS: psycho circus

These are crazy, crazy, crazy, crazy games...

Games based on music and musicians have had a mixed response over the years. The Commodore 64 effort *Frankie Goes To Hollywood*

(remember them?) was pretty good, as was the music management game *Rock Star ate My Hamster*, but after that things went downhill. Virgin's meagre Motörhead game was a dodgy Golden Axe clone (and nothing to do with the driving effort on the PSX a few years later), there was a terrible lightgun offering based on Aerosmith's 'music', and the Iron Maiden lightgun game, Ed Hunter, was panned on the PC and canned on the PlayStation. Queen: *The Eye* is hardly worth remembering, *Apocalypse* featured POE as a baddie but wasn't really a music-inspired outing and that David Bowie effort was so bland we can't even remember the title [*Nomad Soul*, you lazy git: Ed]. And as for that DREADFUL Spice Girls game...

Take 2 hopes to turn the trend with a return to quality for their weird blaster KISS: Psycho Circus. Based on the antics of one of the most controversial bands ever to grace a

stage, the game is a 3D first-person blaster inspired by the band's music and garish image. Mostly image. Let's face it, Kiss ARE mostly image. Their music is generic and unadventurous, and if it wasn't for the freaky stage make-up and outlandish clothes, they would be working as accountants or chartered surveyors while playing the pub circuit in the evenings.

LICK IT UP...

The player is given a task by the matriarch of the circus which gave its name to the game. You move through five differing dimensions, each ruled by a Kiss member, with the final dimension being the nightmare realm. The first level, guitarist Ace Frehley's celestial stage, with a sci-fi flavour and altered laws of physics. Second guitarist Paul Stanley's starbearer stage is a fog-laden aristocratic environment and singer/bassist Gene Simmons governs the demon level (of course), where everything is fire and evil. Finally, sometime drummer Peter Criss battles in the land of the beast king, full of forests and canyons.



Hope that there's a Whitesnake follow up

The larger-than-life band members offer rich material for a videogame, with incredible graphics and far-out creatures a must. However, it must be said that underneath it all it's still just a first-person shooter, and the Dreamcast is getting Half-Life, Unreal Tournament and Quake III in the near-future. Do we need Psycho Circus? If it offers something the other games lack and puts a new perspective on the genre the answer will be a resounding 'yes', but if it proves to be generic, unoriginal and predictable, but with eye-catchingly over-the-top visuals, it deserves to sink. In other words, let's hope it's not too much like the band...

KISS CRIS-IS



Kiss are currently preparing for a reunion-cum-farewell tour featuring the original line-up. Contrary to rumours, original drummer Peter Criss will be a part of the tour, having backed down on his pay demand (he wanted an equal split of the money, damn him!), and will therefore not be replaced by that other sometime Kiss drummer Eric Singer. The tour will feature all the original '70s make-up and costumes, and at the end, the band will split. Don't be too concerned if you didn't get a ticket, though - they've been reformed more times than a LEGO set and 'retire' every other year...



sega gt

one to
watch!

Sega's answer to Gran Turismo is almost upon us but with a meagre 100 cars, does it stand a chance?

MINI GAMES



Sega GT promises to offer a whole host of VMU mini-games that are based on each of the different manufacturers vehicles. How this will actually pan out we don't know, but we do know that you'll also be able to load your scores and times onto the Internet for the world to see. Whether those mini games actually help in the main game is also unknown, but we'll let you know in the Sega GT review, coming soon in dcm.

Sony's Gran Turismo 2 offered the chance to drive up to a ridiculous 500 cars. Sega GT has just 100, though we're pretty content with the one car that Ferrari F355 dishes up. The thing is, it doesn't matter how many cars a racing game has, if the game is strong enough in itself. And from what we've seen so far Sega GT can certainly lift a few pounds. Veering away from the arcade stylings of many Dreamcast racers, Sega GT is a straight down the line attack on Gran Turismo's in-depth, simulation gameplay. So if Sega Rally or MSR are your racing games of choice, Sega GT may not be the game for you. The simulation leanings mean that the learning curve is rather steep, but once you've climbed it you'll be

rewarded by the incredible depth of gameplay and game structure that Sega GT offers.

First things first though - this is a beautiful game. Especially when it comes to the track environments that you're speeding through. Everything looks incredibly lush and clean, and there's a massive variety in graphical

styles from mountain and country races to sprints through cities and towns - not surprising seeing as there are twenty-two original tracks to take on. The cars too are solid and realistic looking which basically adds the finishing touches to this superb visual experience. Groovy.

The game structure is set to mirror the quality of the visuals with countless options and race mode to get your teeth into. Sega GT isn't going to be a ten-minute throwaway racer like so many we've come across before. The hundred cars can all be customised and it's even possible to build your own machine up from scratch, choosing everything from tyres and engine to the more important stuff like seats and speed stripes. Just toying with your cars is going to keep you hooked for an age.

On paper, Sega GT doesn't look as all encompassing as Gran Turismo, but it promises to be one of the broadest racers for the Dreamcast. And from what we've seen so far, it doesn't fall into the Gran Turismo trap by spreading itself too thinly and letting its structure detract from the gameplay. Which means Sega GT can only be all good.

we're pretty content with the one car that Ferrari F355 dishes up



The car's look as good in a race as they do in the replays.





There's no flying fish but they certainly like to take to the air on occasion.



Okay, so you may get to avoid frost-bite and wind-burn, and you may spare some poor little fishy's life by not ripping a hook out of its mouth (they can't feel it, honest), but isn't this what fishing is all about? The fresh air, the sport of luring animals with brains the size of quantum particles onto a big, barbed steel hook, then either eating them or throwing them half-dead back into the ocean. With this in mind, it seems people who enjoy the sport (ahem) of fishing aren't going to be interested in sitting in front of their telly with a warm cup of cocoa and a roaring log fire with a Dreamcast controller in their hands. But those of us who detest fishing aren't going to bat an eyelid when it comes to Sega Marine Fishing anyway. Or are we?

Fish Supper

You'd think the clever folk at Sega have found themselves a handy little non-market, yet the original game in the series, Sega Bass Fishing is a very popular Dreamcast game. And not because it's based on fishing, but purely for the fact it's a fun game to play. Which is why Sega Marine Fishing has hardly moved on from the Bass Fishing's cast and real gameplay. The main difference

i Publisher: Sega ■ Developer: In-house
Released: TBA ■ Genre: Fishing Sim



sega marine fishing

Fishing without the cruelty and soul battering weather conditions. Sega are on to a winner...

Stingrays and sharks amongst a host of other colourful and nasty looking fishies. The action takes place in three new areas, all with a vast visual difference from each other, as well as differences in tactical requirements.

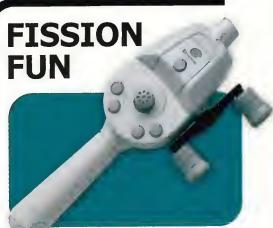
Yorkshire Pudding

Sega are going to make the game a lot bigger than the original though, which is mostly down to the cool training games on offer. Everything from casting target practice to monster fish catching is included and should give the game that extra bit of longevity that the original lacked. No release date has been set for Sega Marine Fishing in the UK as yet, but expect a full review as soon as we get our kipper smelling hands on it.



We're not sure, but we think you can catch Moby Dick with a fishing rod! Or maybe not.

FISSION FUN



Sega Marine Fishing will be fine to play with a normal controller, but if you want the arcade fishing experience as intended, you're going to have to invest in a fishing reel controller. Sega released a few of these when Sega Bass Fishing hit the shelves, but they're hard to come by now so if you want one you'll have to plump for Interact's Fission Fishing Controller. It's a nice bit of kit which our peripheral round up in issue 13 gave a 7/10. Remember though, only two games support it and one of those isn't Metropolis Street Racer!



tony hawk's pro skater 2

Bigger, better and a damn site gnarlier. Tony returns for more big air and freestyle action...

online.
www.neversoft.com

one to
watch!



THE SKATERS

Three more pro skaters have come on board for the second Tony Hawk game. As well as the ten from the original, you now get to play as Steve Caballero, Eric Coston and Rodney Mullen. Names that probably won't mean much to non-skaters, but within the realms of street and vert riding, these boys are top guns. If the pro's don't interest you though, you can always create or customise your own skater by building new trick lists, changing stats and the obligatory change of clothing. A skater for everyone then.



chairman of the board

With the obligatory gap between the PlayStation and Dreamcast launches, Tony Hawk Pro Skater 2 has already proved to be one of, if not THE best game this year. The Dreamcast is to get a direct port from the humble PlayStation version, albeit with a stunning graphical makeover, that's already looking better than the facelift that the original

Dreamcast port had. Of course, anybody who's played THS can testify, shiny new look or not, it's the exemplary 3D engine and finely-tuned control system that makes Neversoft's masterpiece an almost peerless gaming experience. And that about says it all, but it's details you lot want, so it's details you'll get...

more challenging

As most of you will already own a copy, or at least have played THS, I'll

TONY HAWK PRO SKATER 2 HAS ALREADY PROVED TO BE ONE OF THE BEST GAME THIS YEAR

take it for granted that you already know the general premise of THS2, seeing as though Neversoft has hardly diverted from the original game. THS2's structure is still based on completing tasks on every level in order to open later levels. This time around, though, the number of tasks has doubled from five to ten, so already there's a vast amount of longevity over the first game. Not that it had any problems in that department anyway. As well as basic tasks like pro-score and collecting S-K-A-T-E letters, there are now several level specific tasks to complete in each area. This could be to grind certain rails or collect five objects that are linked to the level. For instance, in the aircraft hangar you have to find five Wing Badges to complete a challenge. THS2

READ THE MANUAL



The original Tony Hawk Pro Skater was brimming with phat tricks that could all be linked to produce some amazing combo's. Tony Hawk Pro Skater 2 however, takes this one step further by introducing a new link-up trick that, in theory could make one session, a two minute long combo. Just think of the points. The 'Manual' is basically a wheely that can either be performed on the front or back wheels by either tapping up and down, or down and up. If you enter a manual directly after a trick, your multiplier score will still keep going allowing you to link up combo's from one are to another. For instance, you may jump out of a long grind with a multiplier of six but if you land in a Manual, you can balance your way to another long grind, and keep multiplying your points from the previous one. The possibilities are endless so lets hope that Neversoft have included enough digits in the point scoring system for the massive scores that we're gonna be getting!

Check out the amazing detail on the bottom of Mr.Hawk's skateboard



The camera always moves to give you the best view of stunts.

promises a massive variety in the challenges, so this is just one of many. Expect to be perplexed and genuinely challenged by some of the tasks you're set, but if you want to see every level, you're gonna have to complete every task as THS2 makes it much harder to progress than in the original game, where collecting a meagre amount of videotapes was enough to open up to three levels ahead.

Mo' Money

This is reflected in THS2, in that the idea isn't to collect videotapes at all. Instead you're awarded a set amount

of cash depending on the difficulty of the tasks you complete. Earn enough cash and you gain access to new levels, but there is another use for the money you earn when playing in Career Mode. It's now possible to upgrade your skater's stats. When you start a career, your pro skater just has basic stats for ollie, speed, grinding and

more. As you earn cash you have to increase and balance out the stats whilst you progress, in order to make your skater as worthy as he is in real life. You're gonna have to think about how you spend your cash, because

wealth of tricks (more than the original game), you can actually buy new stunts and specials and assign the controls you want to them. In fact it's going to be possible to totally customise your skater's trick bank and assign the moves you want for all of the tricks!

Manual Included

The changes to the actual gameplay of THS2 are going to err on the side of subtlety compared to the drastic game structure improvements we've just outlined, but nonetheless, Neversoft is going to hone the original's almost-perfect controls to make them tighter and even more responsive than before. Hard, we know, but if they can somehow

EXPECT TO BE PERPLEXED AND GENUINELY CHALLENGED BY SOME OF THE TASKS YOU'RE SET

the cost of points increases every time you buy one. You also have to put some cash by for new skateboards, and new tricks.

Although your skater starts off with a

improve on the original controls the results are going to be unbelievable. The biggest change to the gameplay though, is the introduction of a new trick called a 'Manual'. On its own a 'Manual' is nothing more than a tail or nose wheely, but the idea is to link combo's by using the 'Manual' to get from one trick to the next, whilst

keeping your trick multiplier rolling. Imagine getting a 10x multiplier from a nice grind then jumping out of it into a

EDITOR WANTED

The finite nature of games inexplicably means that there will always be an end. Neversoft though, have negated this fact, by introducing a skate-park editor to Tony Hawk Pro Skater 2. With over 100 objects to use in your park, the possibilities are almost endless. Everything from half and quarter pipes to bowls, ramps, rails, fun boxes and everyday obstacles can be utilised to make some truly astounding parks, that you can take any of the skaters in the game for a ride in. The editor is incredibly easy to use, unlike many track editors seen in racing games that require a degree in programming if you're to get any decent results. Of course, it'll take a while before you have some truly professional areas to skate in and the size of your park is limited to the inside of just one warehouse. Don't worry though, it's plenty big enough to build the skate-park of your dreams in. NOTE: There are no shots of the skate-park editor available yet, but we'll bring you some as soon as we get them.



Yes, this sort of thing can be done for real. Believe it or not.



Grinds score you points but it's the air-bound tricks that'll impress yer mum

'Manual' before hitting another long grind that will continue multiplying the original combo. That's some big scores and some pretty sensational trick action going down. Manuals aren't easy to control though, as you have to balance your skater by watching the bar and tapping up or down, much in the same fashion as balancing a grind or rail slide.

Phat Levels

As for the rest of the action; well, it's pretty much the same as the original. All the tricks you know from THS are in place and there's a whole host of new ones to boot, but don't expect to be astounded by the changes to the meat of the game. Still, all most of us ever want from a new Tony Hawk game is a host of phat levels and big air trick action. Which is what THS2 promises to do. Something that is somewhat helped by the ingenious level design that Neversoft has once again implemented. Whereas many games of this type have offered a chalk-and-cheese approach to the character and level interaction, THS2's control and levels go hand in hand like Dudley Moore & Peter Cook, Strawberries & Cream and Tony Hawk & a half-pipe. The levels have been designed around providing the best grinds and combos, and high-action trick runs. You generally never find yourself looking for a trick spot as every ramp, obstacle or rail on a level links up to the next, making the action fast and frantic as well as incredibly challenging.



Tony For King

And so on to that graphical facelift. This is the biggest improvement over the Dreamcast original and the PlayStation version, yet when it comes down to it, the least important. Okay, the characters are drawn better, the textures are sharper than the sharpest tool in the box and the animation is smoother than Mr Miyage's bonnet after a weekend of Daniel-san's polishing, but so what? Don't get us wrong, we'd rather play a good-looking game than an ugly one, but where THS2 is concerned, gameplay is king.



LEVELS

One of the remarkable factors of the first game was the intricacy, and amazing attention to details of the levels. You could spend days on a level and still not find all of its secrets, bonuses and best grinds. It was this (and the superb gameplay) that gave Tony hawk's it's incredibly replay value. Well, like the original, Tony Hawk Pro Skater 2 offers an amazing amount of detail in its levels. And like the original too, the levels are designed with the skater in mind with some of the most adrenaline inducing runs we've yet to see possible on every single level. Take a closer look...

The Hangar

An old aeroplane hangar converted to offer today's skater the ride of their life. Challenges include collecting five Wing Badges, grinding the chopper to make it take off and finding the secret area. This level isn't that big but you won't have time to breath it's so packed with obstacles, ramps and rails.



The School

A homage to the school in the original game, but this school yard is bigger, faster and meaner. Watch out for the janitor in his electric cart and try to smash the school bells. There's one cool challenge that finds you having to leap a gap in a roof, with some nasty consequences if you fail.



Marseille

A graffiti laden skate-park that's the venue for the first competition. Basically made up of a system of linked bowls, this park is great for showing off your big air tricks. Look hard enough though, and you'll find some cool places for long grind combo's.



New York

A night level, that unconventionally has no real main areas. Instead it's made up of lots of smaller areas connected. This doesn't make the play any less frantic though, as there's plenty to do, including grind down a raised railway track and a stupidly long combo opportunity from the wall at the start.



Venice Beach

One of the challenges here is to find the 'Magic Bum' (American for tramp) and ollie him five times! You'll also have to find some amazing large transfers and take to the rooftops to complete some of the challenges. Watch out for the sand though, run into it and you'll be warped back to the start.



Skate Street

A high tech, purpose built plywood skate-park that was built with the street skater in mind. A superb mixture of small jumps and multiple trick opportunities mixed with some massive jumps and half-pipes where you can really hit the air.



Philadelphia

Only the pro's will conquer Philadelphia as it doesn't seem to be suited to skating. This doesn't mean that there's not some amazing action to be had, it's just that you'll have to look a little harder for it. Watch out for the fountain in the square, it's quite hard to skate under water you know.



Bull Ring

A true professional half-pipe is the centre piece to this small, but perfectly formed park that's placed slap-bang in the centre of the bull ring. Surrounding the half-pipe you'll find a few smaller jumps and plenty of opportunity for a grind session. Nice.





LET US PLAY

• Words by Saul Trewern

WE TAKE A JOURNEY INTO SOUND WITH NINJA TUNE - THE RECORD LABEL BEHIND THIS YEAR'S GROUNDBREAKING SOUNDTRACK TO SEGA EXTREME SPORTS, AND OUR EXCLUSIVE FREE SEVEN-TRACK CD.

Talking Xen

Ninja Tune was born ten years ago out of Matt Black and Jonathan Moore of Coldcut's obsession with underground breaks and beats. Ever since, the label has been providing funk laden audio/visual Xertainment, and has established itself as the leading light in its musically leftfield niche. What does this have to do with dcm, though? Well, the label has just provided the soundtrack for the board-rocking Sega Extreme Sports, and it's the best in-game music the Dreamcast has ever heard. So take out your cover disc, slip it in your hi-fi and listen to the sound of the Ninja. And whilst soaking up the aural delight of our cover CD, you could just check out what Ninja Tune are all about. Saul talks to label boss Peter Quicke and among other things, finds out that "Ninjas are Zen and also Ten [which in Roman numerals is 'X']". This is gonna be fun...

ninja nin'ja, n. person skilled in ninjitsu, Japanese combat system with stealthy movement and camouflage



Xentertainment

Your covermount CD in full:

Artist	Track Title	Duration
Amon Tobin	Sordid	7.11
Coldcut	Atomic Moog 2000	3.44
Clifford Gilberto	The 10th Victim	4.17
Dynamic Syncopation	Dynamism	4.31
DJ Food	Dark Lady	4.04
The Irresistible Force	It's Tomorrow Already	8.25
Cabbageboy	Donkey Kong	5.14



FEATURE

dcm Ninja Tune is ten years old this year; what are you doing to celebrate?
peter quicke Three CD compilations, tattoos (me personally), second baby child, lighters, new Ninja Skins with all-new Zen bollox, Xen world tour with bigger venues and more cities, and a packet of crisps.

dcm Why Ninjas and Zen?

peter quicke Ninjas are Zen and also Ten (which in Roman numerals is 'X')

dcm What styles of music does the label cover?

peter quicke Breakbeat from its routes in hip hop and electronic and cut-&-paste styles. From hip hop and rap through trip hop and drum 'n' bass through big beat and turntablism to jazz fusion. Ya know, choons, geezer. Although not following the dance floor or fashions - trying to anticipate and experiment and avoid the bandwagon bullshit.

dcm What's your formula for success - ten years is a long time for an independent label?

A FUNKY TECHNICOLOUR ESCAPE-POD FUELLED BY STEALTH TO XEN AND BEYOND...

• Ten years of Ninja Tune in a nutshell

peter quicke Do what we feel, not what anyone else dictates. Don't drink from the mainstream. Stay fonkay. Avoid the bandwagon bullshit - once you're on a bandwagon you lose all those supporters who can recognise the bandwagon for what it is. I guess most people would answer like this, but I think few could claim to have been there at the inception of so many bandwagons and not ridden them to their boring conclusions.

dcm How important is the Internet to Ninja Tune?

peter quicke Very - how do you communicate with people who want to know more about Ninja when we can't advertise in all the print and radio around the world and aren't covered editorially by much of it? It's a new platform for interactive expression also - obviously - which makes it interesting and fun and fonkay.

dcm What are your views on MP3 and Napster on the Internet?

peter quicke MP3s are fun and a good way of sharing music with your mates, finding out about new stuff, like home-taping in the '70s and '80s. And for now it's not hurting our sales, but probably just helping to promote our records - our sales are growing fastest in America where there is most MP3 piracy.

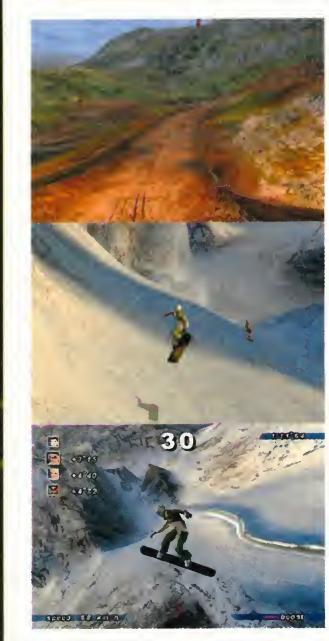
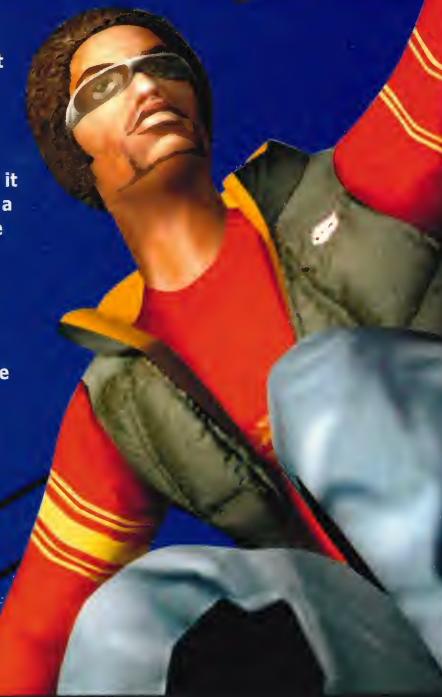
The future will be broadband on-demand streaming of music into your home/phone/hi-fi/car from a server with a massive selection of tracks - you will pay a subscription and artists and record labels will get paid a portion of this for each play. It will be great you will be able listen to all those Captain Beefheart records without having to shell out loads and then feel guilty for not listening to them again, but the Captain will still get paid for the listens his music does engender.

dcm How did the musical collaboration with Sega Extreme Sports come about?

peter quicke I guess you had a taste for something beyond the mainstream also.

Sega Extreme Sports

We reviewed *Sega Extreme Sports* last issue and gave it a modest six out of ten. Whilst it offers you the chance to get to grips with five different sports combined into one big race, it seems to have spread itself a little too thinly. Some of the events are cool, like the snowboarding and ATV racing, but the hang gliding sucks and the bungee jumping, although fun, is a bit of a non-starter. Still, the graphics are solid and the theme of the game should attract some attention. Our favourite part of *Sega Extreme Sports* was most definitely the soundtrack. Well done Sega for finally doing something different with in-game music and thanks Ninja for, well, just being there to provide the sounds.



NOW & XEN - A NINJA TUNE HISTORY

From its inception as a creative outlet for Coldcut, the story of Ninja Tune spans ten glorious years. Here it is then (albeit in a severely edited form)...

1990

Matt Black and Jonathan Moore (aka Coldcut) are touring Japan, coming to the end of major label deals that had seen the pair help spawn the careers of such pop luminaries of Yazz and Lisa Stansfield. Being immersed in Japanese culture during the tour, Black & Moore came up with the idea of the Ninja as the foundation of their next project/label. "We



realised that being ninja was very theatrical", Jonathan Moore says. "It wasn't martial arts as such, it was trickology." And with the fate of the stealthy ninjas sealed, the first two Ninja releases appear in September, One from DJ Food, the other from Bugus Order.

1991

The Band Played The Boogie by NW1 creates a massive underground wave but Blue Note/EMI put a stop to its release due to a dodgy Grant Green sample. NW1 sign to EMI as US3 and the sample is cleared but the song turns out shite.



1992

Peter Quicke joins Ninja Tune as label manager and Patrick Carter links up with Coldcut and becomes an integral part of the Ninja Tune collective, and later part of the respected DJ Food production team.

dj food



Ninja-Web

Ninja is into the Internet in a big way, so head on over to nijatune.net to check out their cutting edge website. It includes mini-sites for most of their artists as well as the latest Ninja news, before anywhere else in the world gets it. You can also download some smart screensavers (for PC or Mac) and a demo version of the Vjam software (again for PC). Ninja freaks can also check out archived interviews of the Ninja artists and keep a tab on all of the live Ninja dates. As if this wasn't enough, you'll be able to get hold of the Solid Steel radio show recordings, check out Ninja videos, watch live webcasts and join in on the Ninja forum. And if all that free stuff isn't enough for you, you can let the Ninja Tune mail-order shop relieve you of that cash burning a hole in your pocket, with their superb selection of singles, albums, clothing and merchandise such as slip-mats for the DJz and lighters for the smokerz:



1996 Too much to cram in here, but a hectic year for the Ninja Tune. By their own admission things become stratospheric. A deal is struck to form a Canadian Ninja Tune office, that allows all Ninja Tune releases to ship in the US and Canada as well as Europe. It also opens the door for Ninja Tune artists to tour the States and Canada on a regular bases. Rolling Stone magazine picks the label as one of the best Indies. Nijatune.net is launched.

www.nijatune.net



Dynamic Sycopation



Irresistible Force



Mr Scruff



dcm What's your favourite type of game and why?

*** Mixmaster**

I like computer games but they eat your time. As a kid I was hooked on Donkey Kong, Missile Command, Joust, etc. I love the Japanese musical games like Parappa the Rapper. My most recent purchase was Space Channel 5.

*** Jonny**

I really like Pod Racer on Dreamcast.

*** Amon Tobin**

I like fighting games like Sony's Tekken 3 and Soul Calibur on the Dreamcast.

*** Matt**

Life (John Conway), because it's like life.

*** Mr Scruff**

Egg Nibbler, it's tasty and fun.

dcm Have you ever done any of the sports in Sega Extreme Sports - snowboarding, bungee jumping, hang-gliding, quad biking or mountain biking?

*** Matt**

All of them, in past lives.

*** Mr Scruff**

No.

*** Amon Tobin**

I've tried snowboarding a few times and hope to go out again next year.

I CYCLE EVERYWHERE BUT NOT UP MOUNTAINS

* Mixmaster Morris on extreme sports

*** Mixmaster**

I like snowboarding but I'm not very good. I cycle everywhere but not up mountains

*** Jonny**

The most extreme sports I get up to is looking at the TV.

dcm How long have you been recording with Ninja Tune?



*** Matt** Since Day One. Ten years.

*** Jonny** About two years.

*** Amon Tobin** Three years.

*** Mr. Scruff** About three years.

*** Mixmaster** About three years.

dcm Describe your music in about 20 words...

*** Matt**

Funkjazztivklebrakenology with cyberdelic scratches to the funk in dub.

*** Mixmaster**

Funky electronic future jazz ambient listening breaks with brass knobs on.

*** Jonny**

Instrumental and vocal music based around hip-hop. More funky than experimental.

*** Mr Scruff**

Groovy.

*** Amon Tobin**

Nu-uh.

dcm What do you think of videogame music in general?

*** Mixmaster**

Room for improvement! It's good that they're getting more eclectic artists to do the music instead of endless eight-bit bleeping. The new consoles are capable of delivering great audio quality, so why not great music as well?

ninja tune n. stealthbreakfunkjazzshop



1997

"All good things come to a trend" states Jonathan Moore as Stealth closes at its peak. ZZ Top visit the Canadian offices and admit to liking some Ninja acts. A new hip hop label is born (Big Dada) and Coldcut release their first album on Ninja. Let Us Play features



appearances from the likes of Talvin Singh and Steinski. It also comes with a second CD Rom featuring games and multimedia programs for you to toy with. It also features the chainsawtastic Timber.

1998

Not much goes down apart from the release of the excellent Fungkungfusion compilation and some sadly missed by most gems from The Irresistible Force, Clifford Gilberto and Chocolate Weasel (oo-er!).



KUNG FUSSION



Matt Black

**Mr Scruff**

It's like mobile phone music.

Matt

It should be as good as the best dance/experimental/ambient/film music, but isn't yet.

Jonny

Really good. Tenchu on the PlayStation had the most amazing music. It had an atmosphere and a mood.

Amon Tobin

I have never really understood why such stunning visuals which must take loads of time, energy and money to put together are so often coupled with the most throwaway generic shite as far as the music is concerned. To draw a comparison with films, imagine

NINJA HIGH FIVE**Amon Tobin -**

Funki Porcini	<i>White Slave</i>
Tried By 12	<i>Squarepusher remix</i>
Kid Koala	<i>Like Irregular Chickens</i>
Journeyman	<i>National Hijinx</i>
Cinematic Orchestra	<i>Bluebirds</i>



Apocalypse Now with Sasha as a musical backdrop.

dcm Any plans to write/provide music for future games, movies or multimedia projects?

Jonny

I'm open to it.

Amon Tobin

Some film projects are hopefully in the pipeline and I've licensed some music to Dreamcast but as yet no one has suggested scoring a game.

Matt

We did Top Banana, our own videogame with Hex ten years ago, and now are we're releasing our own software, Vjamm and Djamm.

Mixmaster

Yes. Working on a couple of DVD projects right now. Had some music in hit US movie GROOVE earlier this year.

dcm Do you have a web site? What sort of thing can we expect to see if we look it up?

Matt

ninjatune.net, piratetv.net, yesmate.com - funny toys, communities and zentertainment.

Mr Scruff

Yes, www.mrscruff.com.

Mixmaster

Info on ninjatune.net. Soon come www.mixmastermorris.com.

Jonny

We've got a section of the Ninja site with some cool flash stuff. Some stuff kind of like Asteroids.

Amon Tobin

Much gibbering nonsense from me and some pretty special flash antics courtesy of Hi-Res Design who put it together. The address is amontobin.com

COMPETITION**WIN! Ninja Tune Stuff!**

We've got five special issue Ninja Tune Packs to give away.

To celebrate ten years of guerrilla warfare against cheese of all forms, and this month's cover CD collaboration, Ninja Tune is offering five Ninja Tune packs to lucky dcm readers. The packs include the brand-new three-CD compilation, Xen Cuts plus an array of posters, stickers and other collectible Ninja paraphernalia. What do you have to do to get your hands on one of these exclusive prizes? Simple, just send in your top three from this month's Ninja/Extreme Sports covermount CD and the closest to our top three will win one of the special Ninja Tune packs. You better have good taste in music...

Send your entries on a postcard to:

I Know Ninjitsu Competition
dcm
Quay Magazine Publishing
22 Strand Street
Poole
Dorset
BH15 1SB

Closing date: 20th Dec 2000

NINJA HIGH FIVE

Irresistible Force

DJ Food	<i>Kaleidoscope LP</i>
Cinematic Orchestra	<i>Motion LP</i>
Irresistible Force	<i>Nepalese Bliss</i>
Saul Williams	<i>Twice the first time</i>
Mr Scruff	<i>Get a Move On</i>



THE NINJAS COULD NOT BELIEVE THE KINGDOM OF FUNK WAS TRAPPED IN THIS STRAIGHTJACKET OF NORMALITY, AND PROCEEDED TO THROW MANY MONKEY-WRENCHES INTO THE SMOOTHLY OILED MACHINERY OF GREYFACE'S OPERATING SYSTEM. FROM DEADLY TUNES TO AN INCOMPARABLE WEB OF REBEL INFORMATION THAT THE NINJAS PLANTED AT THE HIPHOPULATION'S DISPOSAL, THE STEALTHY ASSASSINS PLANTED 21ST CENTURY URBAN GYPSY CAMOUFLAGE TOOLS AND HUMOROUS ANTIDOTES TO THE POISON OF GREYFACE'S SHINY NORMALITY THAT UNFORTUNATELY SEEMED TO PERMEATE DOWN TO THE MOST DIRTY, RAW NOSES IN THE HOUSE.
- NINJA TUNE EPISODE 2: THE STORY CONTINUES - NINJATUNE.NET

**1999**

The assault picked up pace again with the release of a shed-load of quality albums and singles. Too many to fit in here, but highlights from The Herbaliser, Mr Scruff's Keep It Unreal, Roots Manuva produced what has been described as the best British hip hop record on Big Dada and start a collaboration with dance behemoths Leftfield for their rhythm & Stealth album.

Dynamic Syncopation's Dynanism
(check out the covermount for a taster) and a new DJ Vadim outing. Roots Manuva produced what has been described as the best British hip hop record on Big Dada and start a collaboration with dance behemoths Leftfield for their rhythm & Stealth album.

2000

They move offices again. Kid Koala releases an album four years in the making that's only 34 minutes long, but it does come with a free comic and videogame. Hextatic release the first ever audio/visual album. Rewind consists of tracks that were made from sound and vision simultaneously. An Internet TV station is launched by Coldcut called pirateTV.net. A deal is signed with Sega to provide music for the Dreamcast game *Sega Extreme Sports* and Dreamcast Monthly



SEGA



give away a seven track Ninja Tune CD to celebrate the fact. Which is why you're reading this.

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QUAKE III: ARENA

Mucho online violence
- fragging brilliant!

READY 2 RUMBLE: 78 ROUND 2

Afro's back, but does
he still pack a punch?

CHICKEN RUN 72

Feather Gear Solid - sneaky...

DISNEY'S DINOSAUR 88

Disney platform fun. Hmm.

JET SET RADIO 90

Street skating graffiti action...

METROPOLIS STREET RACER 84

MSR finally arrives and it's da bomb!

MOHO 70

Really 'on the ball'...

SILENT SCOPE 64

Are you a sharp shooter?

SW: JEDI POWER BATTLES 82

Light sabre slashing action. Zzz.

UEFA DREAM SOCCER 74

The best DC footy game - hurrah!

REVIEW

COMING UP



SHENMUE

Yu Suzuki's master work arrives.
Obviously, it kicks arse...

WORMS WORLD PARTY

Online sheep bombing -
does it get any better?





online...
www.team17.com

WORMS WORLD PARTY

For the second time, Worms are infesting the Dreamcast. And this time, they're going online too; the little bastards...



PICK 'EM UP

Running out of weapons in the middle of a bout? Some of your worms in urgent need of medical attention? Then you need to keep a look out for the various extra weapons and medical kits that drop in from time to time. A short clip shows you where they're landing, and to pick them up you simply move your worm over them. If it can get there before the opposition, that is...



Scenery looks good, but it's the lie of the land that's all important...

incoming!

Saul says...

"Worms is great. Worms online is fanbloodytastic!"



You can spend all your time trying to reach your target. Use time wisely...

If our watch is right, Worms has been a part of the gaming community now for a good five years. It's five years since we first saw those funny animations of worms being blown to bits (still present and correct). It's five years since we first learned how to blow up a sheep to maximum effect. And it's five years since we first heard that immortal line - 'Innnccccooooommmmmiiiiinnnnnnnnggggggg'. Ah. It's good to have them back...

But enough of that and down to business. Worms World Party takes the simple notion of taking it in turns to kill each other's Worms (that's successfully spanned those five years intact) and takes it online. Simple as that.

Getting Started

To get into action, the first thing you need to do is make yourself a team (or be left with the

impersonal default line up), choosing a name and the team players. It's a pain with the controller, though, as first of all you have to delete the default name before you can enter in your own. Grrr. Still, if all else fails, you can pick a random worm or team name. Donut, Knuckle and Mex

TAKE THAT!

Easily one of the highlights of the Worms franchise has been its twisted sense of humour, and nowhere is it more prevalent than in the taunts that the little sods hurl at you. They tell you when you've missed. They tell you when a missile is incoming. And they're perfect at making smug little noises at just the right moments. Gits.

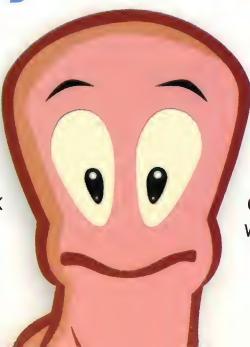


unleash at opportune moments. Hee hee. Oh, and at the end of team set-up, you can save it all to your VMU at a cost of 49 blocks.

Things then kick off with a variety of options. A spot of action on the training course we started with, with the game cunningly introducing you to the various tricks, tactics and weapons at your

can they now really hold off going the 3d route and doing something a little different next time?

joined me on the DCM team. The opposition, clearly, must have been shitting themselves. Especially when they saw our customised flag (signalling your country of origin) and gravestone (signalling you're dead) combination set. More pertinently, each team can also pick one of the offered special weapons to



disposal. The learning curve is fairly steep, so if you're looking to build up your confidence rather than just perfect your skills, then sadly you're in the wrong place. However, on the positive side, this is as comprehensive a training section we've seen in a game for ages, and if



Learning how to use all the weapons is important...

you can stick it out to the end, you're a mighty fine worm, if you don't mind us saying.

You can then start each level proper (usually through the Quick Game Mode), which you do with a finite supply of weapons and a finite supply of opponents to destroy. Viewed in the traditional two-dimensional approach that's commonplace to the Worms franchise (hey, if it ain't broke...), the various worms are scattered

The comprehensive customisation options allow you to vary facets like landscapes

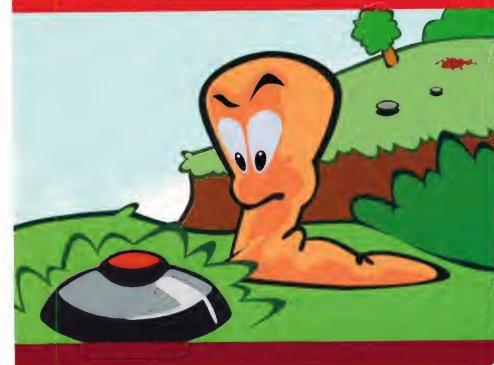
across whichever themed landscape you happen to land on with one simple mission - to wipe out the opposition teams by killing their worms. The comprehensive customisation options allow you to vary facets such as time available per turn, landscape, worms per team and guff like that.

Guns and Explosions

You get a fair arsenal at your disposal to help destroy the slithery opposition too. For instance, if you have a few opposition worms fairly close together and easily accessible, you could order an air strike which is fast, and though not particularly precise, it's incredibly effective when it works. Close proximity? The Uzi has a delicate effectiveness about it, or you could simply lay down a timed explosive, peg it, and watch the fireworks from afar. Or fire a powerful bazooka in

PICK YOUR AREA

When you log on to play the game online, Team 17 has thoughtfully split the various gaming areas up so you're not overwhelmed in seconds. A classic channel plays the game in the traditional way, and you can join group battles too. Also, various areas are split by difficulty level, so perhaps beginner may be a good place to start? Be sure too to pull up the world map to see where your opponent is living...



the mush. Be warned, though, that every worm before he or she dies lets off one last explosion, and it's not wise to put your little critters in the way. Or be in the vicinity when you drop a bomb yourself. Interpret that how you will.

It's in areas like this where Worms really excels. Everything you do in a bout could well have an impact at a later point in it. For instance, missing your opponent and blowing the edge of a cliff may seem like nothing at the time, but it could come in mighty useful when you want to push the smug little bastard off it a couple of turns later (a satisfying prod option helps with this task). But it's not just luck. The Worms armoury is suitably equipped with defensive tactics too, including shielding your team under landscape features, burrowing them into the ground and generally being a girly wuss. A tactic we highly recommend (until someone shoves a grenade down the hole you're hiding in). You can also jetpac around the place, but as with the rest of your arsenal, fail to use it properly and you'll find Worms World Party is as unforgiving as all the others.

What's New?

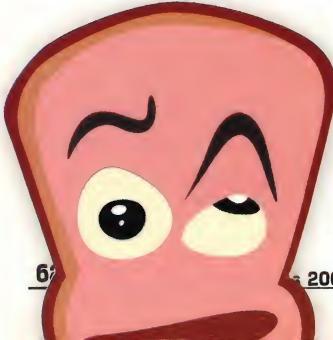
We know what you're thinking. So far, so not very different at all. Spot on, Sherlock, as despite the various tweaks and improvements to the gameplay,



How exactly can you miss the target from there?!

NOT ONLINE

Should you not have the urge to connect to the Internet, then don't panic, as you can simply gather a bunch of friends around your Dreamcast and have a multiplayer game where you can actually see your opponent. There, that's a nice novelty isn't it?





Ahh, it's the Team 17 logo. Bless 'em.

there's not much to put this above Worms Armageddon, which is already available on DC. Until you go online. The game ain't called Worms World Party for nothing, and it's in the online arena that Team 17 has really done its work. The games are simple to set up, as you'd expect, leaving you to pick what kind of rules you want to play by (or you may even choose to simply nip off for a chat) and then get down to business. Simple as that. Even better, though, for WWP's turn-based gameplay instantly lends itself to online play. Lag times barely cause a

HOME ALONE?

Undoubtedly the weakest way to play Worms World Party is single player. However, credit Team 17, because at least they've tried to liven it up with the following options for when you're sitting on your jack.

For starters, there are the training levels and missions, the latter of which requiring a combination of brains and speed. You can go back once you've finished a mission to try and beat your best time. The Deathmatch Mode has been enhanced, with more intelligent enemy worms in a fight to the death. Tournaments can be set up, and time attack missions are available too. Or you could just play a boring old-fashioned game against the computer. And you thought you'd never have to make another decision...



and if you're not planning to utilise it, you're better off with Worms Armageddon. But if you're a Worms fan in need of that new challenge, then this'll keep you busy for weeks.

What's Wrong?

But still, we are left with problems, which in fairness are predominantly due to the success of

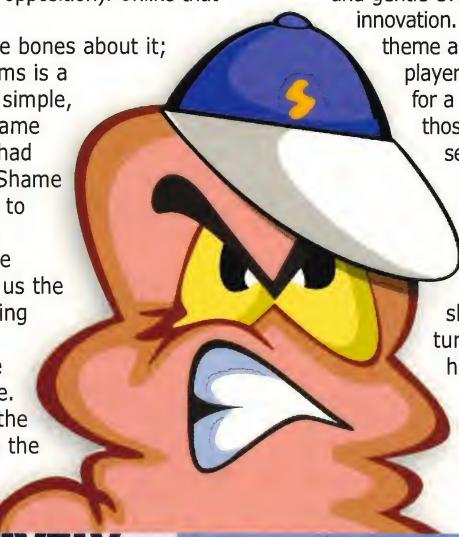


problem that'll disappear, but clearer marking of just what was what would help.

And then there's the person playing by themselves. Frankly, don't bother. Whilst there's a degree of entertainment to be had out of the game in single-player, it doesn't come close to the fun to be had multiplayer. Team 17 has clearly heard this criticism over the years, as the computer-controlled players aren't as precise and perfect as they were, and there are a variety of one-player tasks, including some tough missions to undertake. But they'd be the first to tell you that Worms isn't for one, and for single-player challenges, your money is best spent elsewhere.

So Then...

Summing up? When the gone-but-not-forgotten Claire Webster reviewed Worms Armageddon, she noted at the end of the review that the Worms franchise needs new ideas, but Team 17 is bound to pull something out of the bag. They have. It's called online gaming, and it rocks. But seeing as they've done everything we can think of with Worms in 2D, can they now really hold off going the 3D route and doing something a little different next time? Whilst we wait and see, Worms World Party will do the trick - but only if you're playing online or with friends... ■ *Saul Trewern*



the franchise. Things never seem to change too much from one Worms game to the next, and (if our maths is correct), this is the third full sequel

and gentle evolution has replaced deep innovation. True, variants on the basic theme are offered (the various one-player modes are certainly diverting for a short period of time), but those who have been with the series for at least episodes may well feel that they haven't got a great deal for their forty sheets. Unless they play online, of course.

Another niggle? Well should you set to play each turn against the clock, you hold down the trigger to bring up the weapon selection option, and you can easily lose ten seconds just trying to find what you need. Sure, in time it's a

dcm 8

VERDICT
No advances in the formula, but the online game is a treat. Whilst they're going to need something new next time, this will do very nicely for now.

ALTERNATIVELY...

Worms Armageddon • Issue 3 • 8/10
If you ain't going online, pick this up from a bargain bin.

COMING SOON...

Worms Pinball • Titus/Virgin

A straight conversion of the unexciting PlayStation game.

Publisher **KONAMI**
Available **OUT NOW**

Developer **BLITZ GAMES**
Players **1**

Genre **ACTION**
Price **£39.99**

Peripherals



This boss is all-the-harder 'cos you're in a chopper.

SILENT SCOPE

The arcade antics of Konami's sniper simulation make it to the home machine, but does it hit the target?

saul
says...

"A light-gun game that works without the gun"



GET A (BONUS) LIFE...

As well as taking out the terrorists and blasting the bad boys, you can also use your sniper rifle's telescopic sights to spy on half-dressed women, earning you an extra life if you home in on a sexy chick with your crosshairs (don't shoot, though - no pun intended). Who says videogames are the preserve of sad, stay-at-home males who've never seen a real woman?



crosshair carnage

Nothing makes a games journalist wince as much as an arcade conversion of a game that could never work on the home machines. It's usually because the game was written around dedicated arcade hardware, and robbed of its fancy cabinet, it just can't cut it on a console. Remember early-Nineties disaster G-LOC? You flew a plane, and in the arcades, you were strapped into a 360° gyroscopic machine, if you turned your plane upside-down, you turned upside-down too. Coins bought you time, and it ate them like a fat man eats pies. Of course, if the game was too involving, it would detract from what players really



A head-shot gives you an instant kill, but don't hit the girl!

pinpoint accuracy is required, and indeed entirely possible

wanted to do, which was turn upside-down. Robbed of the lose-yer-lunch cabinet, what you were left with was a bland, structureless shoot-'em-up. And who can remember Stun Runner, or more to the point, who wants to? The arcade machine, with or without the futuristic motorbike, had only one quality worth noting - S-P-E-E-D!!! It moved so fast it left you feeling, erm, stunned.

Everything else was stripped down and sacrificed to keep the pace up, leaving a game that moved like a rocket on steroids. It was then ported to the state-of-the-art computers and consoles of its day, and lost it all - without the dedicated number-

crunching chip which powered its polygon backgrounds, the home version offered nothing special in the speed department and bombed.

Another poor choice for a home version.

Why am I telling you all this? Because Silent Scope has joined the long and inglorious list of coin-op classics that should really have been left in the arcades. Not because it's impossible to bring its main gimmick to the home machine. This was a bolt-on gun with a tiny screen in the riflescope, offering a close-up of whatever you were pointing



How long will you need to master the sharpshooting skills needed to take out the terrorists? An hour or two at best

the rifle at. Not every arcade cabinet has this. Some just gave you the magnification on the main screen, and the Dreamcast does a great job of reproducing these sniping sensations. Rather it's because the coin-op was little more than a neat way to spend a spare five minutes, with no depth whatsoever. It's a game to spend a few quid on in the arcades, not to buy for £40 and take home.

Pot-Shot

You play a sniper (of course) who takes up a sniping position and pots the bad guys before moving onto the next, all set against the clock. Complete a section and you get a time bonus. Take too long and the enemies shoot back, perhaps robbing you of one of your precious lives. It's like Time Crisis at a distance. The expected boss baddies are there too, with oversized military hardware competing with a kidnapper who uses the President's daughter as a shield. An interesting element is the presence of a weak spot on each of the bosses, offering a one-hit kill. For example, when a terrorist drives a truck at you, it takes 30 hits to stop the juggernaut. Aim carefully and hit the driver in the head and he dies instantly. Needless to say, this ain't easy.

But here we reach the crux of our complaint.

ALTERNATIVELY...

House of the Dead 2 • Issue 1 • 8/10
Arcade-to-console mayhem, more successful result.

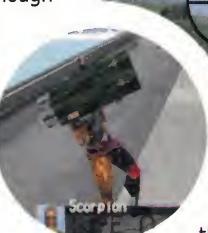
COMING SOON...

Rainbow Six • Take 2 Interactive
Similar anti-terrorist sharpshooting.

Pinpoint accuracy is entirely possible in Silent Scope...



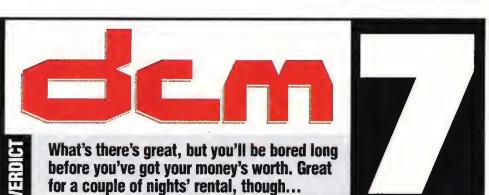
The Dreamcast game is fleshed out by Training Modes featuring pop-up targets. It's all well and good, but doesn't add much to the game. To be worth £40, it really needed a second Story Mode every bit as long as the first.



critters standing on a rooftop or next to a parked car, shoot one of them in the head, taking him out of the equation, and the other one doesn't react at all. It's as if he hasn't seen his comrade bite the dust, or is too suicidal to take cover himself.

Apart from this, the game's great. The controls work surprisingly well; hold a button to look with the scope zoomed out, your potential targets highlighted in blue, yellow or red, depending on how much of a threat they are. Monocle them in the red circle that is the area covered by your targeting sights, then release the button to zoom in. Pinpoint accuracy is required, and indeed entirely possible.

At the risk of sounding repetitive, Silent Scope is great fun to play, but there just isn't enough there to justify £40. Either rent it or spend a few quid on the arcade version. Don't buy this. ■ Ian Osborne





dcm
RECOMMENDS



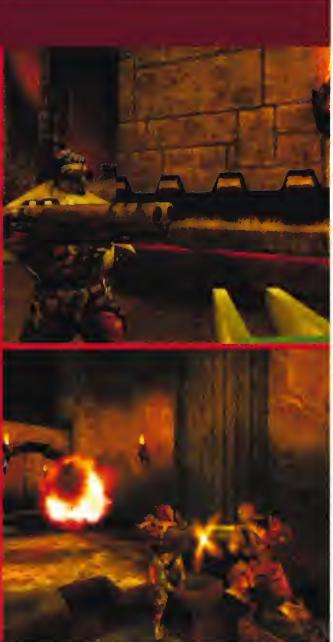
QUAKE III ARENA

online...
www.quake-illarena.com

Online gaming comes of age on Sega's dream machine...

BIG GUNS

Reflexes and adrenaline can only take you so far in Quake III (probably just past the loading screen actually). To get anywhere you need weapons, and thankfully you've got a fair few to choose from. You begin with the Gauntlet, a spiky glove that is really only a last-ditch resort (although you can humiliate opponents if you kill them using it). You also start levels with a machine gun that makes a lot of noise without causing too much damage. Far better are the shotgun (great for short distances) and the plasma gun (which fires deadly plasma, very fast). For some variety you can try the grenade and rocket launchers that are satisfyingly destructive if used right. The last three weapons are the exiting but erratic lightning gun, the hard-to-use but deadly Railgun and the hard-to-find daddy of them all - the BFG (and no, it doesn't stand for big flipping gun).



This arena is tight so expect some face-to-face fragging action.

quaking in my boots

If you thought Shenmue was the start of a new dawn in 'intelligent' games, think again. Quake III Arena is finally out on Dreamcast and offers some of the most visceral, adrenaline-fuelled gaming ever - a perfect balance of brawn and brains. For those of you who have been living on Mars for the last few years (welcome home chaps), Quake is a first-person shooter that dispenses with such niceties as story and plot and instead lets you

Russell
says...

"An amazing port, but
Sega-give us the mouse!"

Graphically it's gorgeous - although you won't have much time to admire the surroundings. The famous curvy architecture of the original PC version is all there, and the texture quality is so high you can forgive the odd juddery frame rate when the action heats up.

Most of the time, though, everything is visually crisp and fast and shows just how much power resides in Sega's little white box.

Modes

Before you get into the game proper you need to decide which mode to play. There are three to choose from, Single, Multi and Internet. As mentioned earlier, Quake III is all about multiplayer and even the Single Mode simply replicates human Vs human combat. The single-player game has 30 stages (14 exclusive to DC) to frag through, each structured in tiers. So once you've beaten your opponent(s) a couple more levels are unlocked. Of course, there's little in the way of plot here, so it's likely that most people will use

**you can't beat gathering round the tu,
blasting your mates to smithereens**

run around blasting (fragging) your opponents to hell. The first two Quake games were hugely successful and Quake III is undoubtedly continuing in the same vein. What sets QIII apart from the pack is the emphasis on multiplayer and it is this (particularly online multiplayer) that makes this such a long-awaited release.

But while online Chu Chu Rocket was simplistic fun, QIII is on another level. For a start it looks about 75,000 times better.



Better start jumping and strafing if you wanna walk away from this!



WE NEED A MOUSE

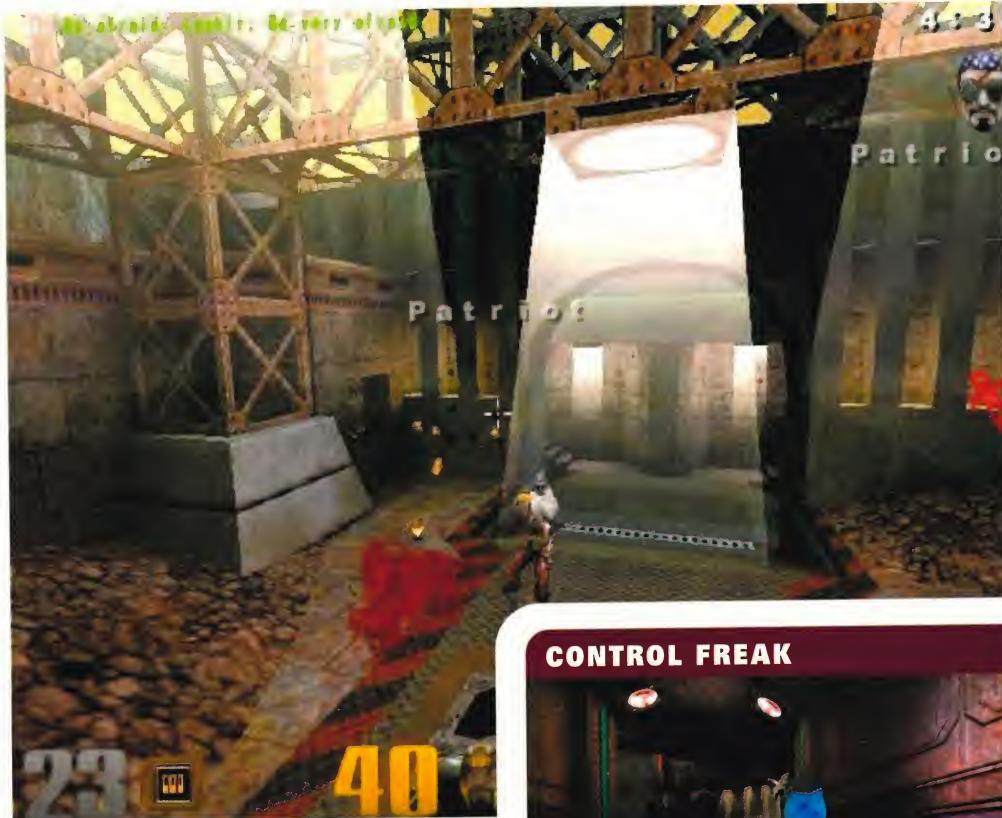
Don't panic! As far as Sega are letting on at the moment, their mouse should be on sale roughly the same time as Quake III. Here's how it's actually going to look, though the recommended retail price is still up in the air at the moment...



these levels as practice for the real McCoy - namely multiplayer. There are a number of options here - Capture the Flag, King of the Hill, Deathmatch - but your main choice is whether to play online or not. If you don't, you can play with up to four players on split screen with predictably competitive consequences. You can't beat gathering round the TV, blasting your mates to smithereens, but there comes a time when a quarter or half screen is not enough. It's now time to play online.

Going Online

Online gaming eh? The Holy Grail or just a faceless phone-bill guzzler? Well, Sega see online gaming as the future and Quake is the biggest test so far of their network. Our early tests were positive, with good ping rates (the delay between button pressing and onscreen reaction), although obviously we don't know how it will fare when the game gets its full retail release [we'll bring you a feature upon its release; Ed]. However, Sega is very confident that everything will go smoothly come release date. In preparation for the online frag-fest the developers have changed a few elements of the game. The major change from the PC version is the four-player maximum limit - as opposed to sixteen and above. Because of this, some of the level maps have been slimmed down and tweaked to make them more appropriate for four players, although the majority remain unaltered. If you can't find any humans to play, there will be computer-controlled bots to make up the numbers, although there will be plenty of



chatrooms available to help find some competitors (or team-mates).

Online or offline, the controls are crucial for Quake III with its necessity for speedy reactions and quick turns. The standard set-up for the joypad will be familiar to anyone who has played Turok or GoldenEye. So the analogue stick helps you look around while the four buttons move you around. The triggers are used to fire and jump, with the D-pad changing your weaponry. Unfortunately, the controls have not

CONTROL FREAK



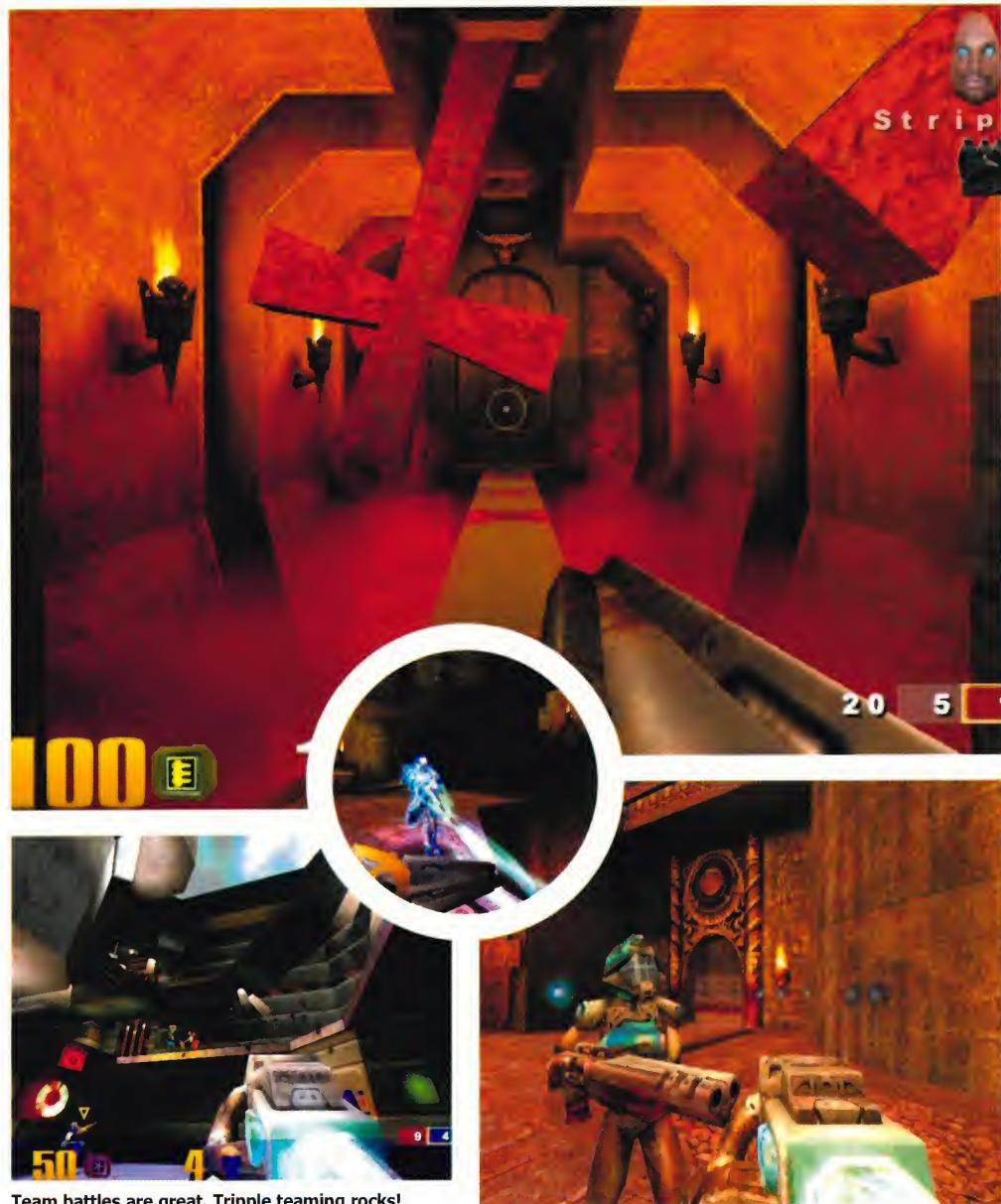
Okay, so a mouse and keyboard may be the optimum control set-up but it's not exactly useful for crowding round the telly, is it? And, do you really want a keyboard and mouse on your lap? Exactly. So, assuming you're using a pad, these are the controls. The analogue stick makes you look around with up/down on the D-pad changing your weapon. The A, B, X and Y buttons move you around while the right and left triggers let you jump and shoot respectively. Of course, you can change these controls, but we reckon these are the best a pad can get.

been adapted like they have been for other console first-person shooters (FPS). For example, Perfect Dark (fab N64 FPS) has an auto-aiming system which makes it much easier to lock onto targets. Quake III leaves you on your own as you struggle to run, shoot and jump simultaneously. No matter how proficient you become with the pad, it's

unlikely you'll have the manoeuvrability required to beat someone using a mouse and keyboard. Because of this, Sega are planning a three-month embargo on PC owners. This means they can't access the Sega servers while the Dreamcast fraggers get warmed up. It also means that if you log in, you're playing against other DC owners and not some kitted-out PC diehard. Of course, you could decide that the best way to win is by getting a mouse and keyboard, which although not always practical, does offer the best control method. If you want to stick to the pad, you'll be pleased to



A great area for a bit of sneaky 'camping'. Naughty.



Team battles are great. Tripple teaming rocks!

know that it does get easier to use, although it's really only advisable using it when you are playing multiplayer on one screen.

Whatever control method you decide upon, Quake III offers cracking entertainment. This really is gaming at its most pure; it's kill or be killed, survival of the fittest with no time to sit around admiring the view. Each level has stacks of ambush points with jump pads and lava pits

Quake III is not without its problems. It doesn't really work as a single-player game and this mode becomes quickly tiresome. Because it is a pure multi-player game, the whole single-player mode is really nothing more than training to keep your trigger finger happy while you're not online. The pad controls are similarly shaky and it's definitely worth looking at getting a mouse. And, while multiplayer on one screen

but while online chu chu rocket was simplistic fun, quake III is on another level

adding to the action. Once you've got your first frag you're away, and it soon becomes very addictive. Of course, being a dark, gun-filled splatter-fest, you'd expect the in-game music to respond appropriately. But while the original Quake had the moody atmospherics of Nine Inch Nails to drive you on, the DC version has some dull midi guitar screeching. Mercifully you can switch this off and it's advisable that you do, as you need to keep your senses alert by listening to the background noise.

works well, the online aspect could be problematic. The rather slow 33k modem means there is almost certain to be lag, while the four-player limit does reduce enjoyment of the team-based challenges like Capture the Flag (2v2 is not as good as 8v8). But it all depends what you really want. Like a bit of plot and character development? Then, nah, QIII ain't for you. But if you fancy some riotous multiplayer carnage, complete with online trimmings, then Quake III will bake your biscuit. ■ Greg Howson



QUAKING



This is the first console version of Quake III, but the series has been going for a long while. Following on from the classic Doom, the original Quake was released in 1996 and subsequently rocked the staid world of PC gaming. Quake offered true 3D, with the ability to look (and shoot) up and down and it exploded onto the net with deathmatches becoming very popular. The sequel continued this success, but it was Quake III that really broke the rules. By concentrating mainly on the multiplayer area, QIII offers some of the most intense gaming to be found and it's now on the Dreamcast.



dcM
9

VERDICT
 Fast, furious and online. Amazing AI, incredible graphics and mind-blowing gameplay - just what Sega's meagre online portfolio needs...

ALTERNATIVELY...

Maken X • Issue 12 • 7/10

Poor FPS game with a sword and kinky S&M enemies!

COMING SOON...

Half-Life • Havas

Scarier than Quake with a superb single-player storyline



Once you get to the top of the hill, kick the others off.

USE THE SHANK

As well as negotiating the arena's you'll also have to fight off masses of other guards and inmates. Which is why every character comes equipped with a range of standard attacking moves. You start with basic punch and charge moves but there's also a cool jumping attack and a spin move to utilise. The Rage Attack builds up the more you get hit and is a spectacular and deadly spinning plasma move. Best of all though, you get to use a whole host of weapons on your foe, such as baseball bats and stun clubs. Cool.



MOHO

Ladies and gentlemen, it's time to start rolling! Futuristic sports in a Running Man style with no legs or feet, sounds weird. Saul's the best person for this job then...

moho madness

There's something inviting about a smooth, concave surface such as a half-pipe or areas within a skatepark. Something that makes you want to somehow get some wheels under your feet and get gnarly. Something that the guys at Lost Toys have obviously taken into account as Moho's gameplay is almost entirely based on smooth but curved surfaces.

Richard says...

"Definitely weird, but good fun all the same"

criminal element. One such prison planet is Alpha 9. A planet where incredibly popular, televised gladiatorial contests take place. And you've been chosen to play for your life, and your freedom. Ten of the toughest, most violent synthetic prisoners have been chosen for the

games that are set not to just tax your reflexes, but your noodles too

Which is useful, since the characters you control have a rollerball in place of legs and feet. I'll explain... It's the future (what else) and a social divide has occurred throughout the universe. There are now two classes of citizen - human and synthetic. The latter are seen as second class citizens and get a bum deal in life. So much so that whole planets are used to detain the synthetic

events, and you take control of one of them in a series of races, battles and maze like games that are set not to just tax your reflexes, but your noodles too. It's not gonna be easy, but it's gonna make great TV.

Spherical

The fact that instead of legs and feet, you have a free-rolling sphere attached to your lower half makes controlling the characters on Moho an entirely different experience. As I've already said, all of the arenas that the contests take place in are made up of smooth surfaces and angled



If only you could pull off some tricks in these bowl areas.



platforms, much like today's traditional skate-parks. Although with a hell of a lot more variety to boot. You'll come across steep grassy hills, pools of water, electrified fences, gun turrets and a whole lot more. All of which are out to hinder you in some way. You see in Moho, the landscape is as much your enemy as the other inmates or robotic guards you have to overcome.

lost toys have employed a new graphical engine that allows the landscape to warp in front of your eyes

It can also be your friend though, as using the landscape to your advantage is paramount to winning the game. You have to survey all of the nooks and crannies and work out how to take them. For instance, should you use that bank to get across the lake or try and hop across it at speed? What about getting to the top of that hill for extra speed into the finish straight. It's things like this that make Moho more than just an action game, and it's all the better for it. The landscapes on Moho aren't just well designed either. They look fantastic. Lost Toys have employed a new graphical engine that allows the landscape to actually warp in front of your eyes. This looks fantastic as, say, a bomb explodes and all around it the ground and hills turn to jelly and waves of land push you around. You have to see this in action to really believe the amazing effects though.

Wasted Opportunity

It seems a wasted opportunity, that your characters are unable to do any kind of tricks on the jumps, ramps, half-pipes and bowls in almost arena. Still, the game is based more

PRISON GOLF



The Bonus Facility is gained towards the end of the game and allows you to take part in a couple of extra games. The first is a variant on golf where you have to get a ball across rugged landscapes using an energy beam as a club. This is actually great fun and will have you testing out angles and experimenting with shots for ages. The second game at the Bonus Facility is called Beam. Here you have to get a ball across the landscape using a beam that causes waves in the surface, which in turn push the ball along. It's not as fun as Golf and it can be quite frustrating but Beam is still a worthwhile bonus game.



Luckily you've got a brake that will stop you dead on platforms like this.

on combat, speed and reflexes than showing your mates you're latest Indy Air, or whatever. There are seven types of event in total and they're spread over ten different prisons, all with varying styles of landscape. The events are; Run The Gauntlet - overcome obstacles to reach the exit; Pursuit - overcome obstacles whilst the course falls away behind you; Last man Rolling - a fight to the death; King Of The Hill - Capture the hill and stop your opponents getting on it; Race - what do you reckon?; Powerball - a bit like Gladiators; Tag - Collect all of the tokens on the course.

There's plenty of variety in tasks than, and each of the prison ships offer an increasing number of arenas and a wildly increasing challenge level. Which is the biggest problem with the game. Of the ten prison ships, you'll have completed seven of them within a few hours of play, once you've sorted the momentum dependant controls out that is. After this though, you'll hit a brick wall with Frustration painted all over it as the difficulty level just soars. You'll be up against seemingly impossible challenges that simply aren't any

fun. I mean starting an arena, making one mistake then having to start again because the time is so tight, or you've lost too much energy or are in last place is not the way to the players heart.

Long Lasting?

At least this means the game lasts longer, but not in a way that the you'll enjoy. Which is a shame, because if Lost Toys had got the balance right then Moho could have been extremely playable and addictive. Alas, caning through the first two thirds of the game, then getting wound up by the last third is not a healthy gaming experience. Shame that. Moho's biggest draw is the superb graphics but the futuristic gladiator style gameplay is also well implemented and fun to get amongst. But I just can't get away from the fact that because of the way the challenge soars so sharply, the fun only comes in the first two thirds of the game. And as I've said, this will only last you a couple of hours. So it seems like a rental is the best option here. ■ *Saul Trewern*

dcM **5**

VERDICT Though good looks, cool effects and fun gameplay sets Moho up, a poor challenge and stupid learning curve brings it down.

ALTERNATIVELY...

Tony Hawks • Issue 12 • 9/10

Full of concave rolling areas, far more fun than Moho

COMING SOON...

Jet Set Radio • Sega

Stylish Japanese skater that should really rock.



CHICKEN RUN

The game of the film arrives at last. Greg suspects fowl play...

online...
eidos.
com



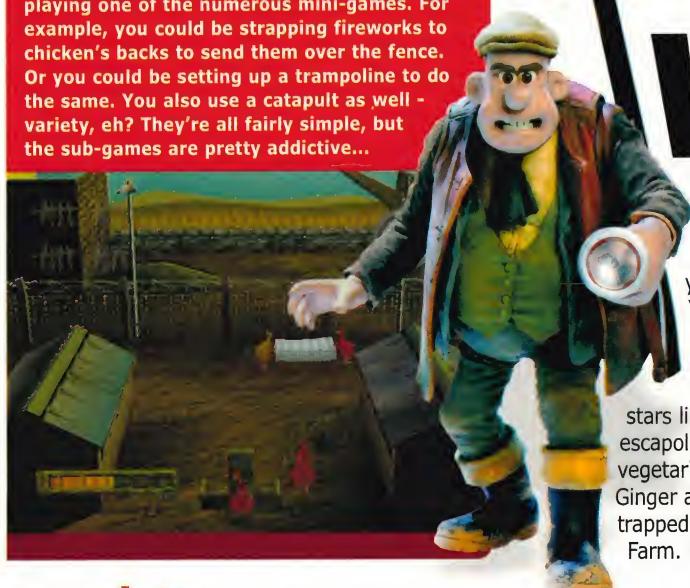
MINI GAMES



When you're not sneaking around, you're playing one of the numerous mini-games. For example, you could be strapping fireworks to chicken's backs to send them over the fence. Or you could be setting up a trampoline to do the same. You also use a catapult as well - variety, eh? They're all fairly simple, but the sub-games are pretty addictive...



mrs tweedy



Wallace and Gromit may have made the leap from TV success to bona fide icons (see how many men wear W&G pants, socks and ties?), but it's Chicken Run (produced by the same company) that's been this year's success. Using the same 'clay' animation trick employed in Wallace and Gromit, the film was a bit of a hit on the cinema screen and used the voices of stars like Mel Gibson to bring its escapology tale to life. In a kind of vegetarian take on The Great Escape, Ginger and her chicken chums are trapped behind the wire at Tweedy's Farm. Facing a future as pie filling, the

petrified poultry decide to plan their escape. Before you can say 'Steve McQueen', a brash American rooster called Rocky appears on the scene and threatens to ruffle more than just a few feathers. It's your job to help the team escape, but initially you just control Ginger.

Your first task is to search for wire cutters while defending yourself against the roaming guard dogs by pelting them with Brussels sprouts. Quite why the aromatic veggies cause such a problem to the dogs is unknown, although it could have something to do with this game being aimed at kids, all of whom hate sprouts. Actually, these vegetables are your only weapon - no guns or hi-tech gadgets here - and they're very useful for close encounters of the canine kind.

Each level in the game is made up of a mix of puzzles and mini-games, which complement the 3D platform-style action.



Numerous cut-scenes keep you up to date on the action

You're usually set a task to perform before coming back for more of the same. Along the way there are numerous sub-games.

Cluck Off

Perhaps the easiest, and most surprising, way to describe Chicken Run is mentioning how reminiscent it is of Metal Gear Solid. Except, of course, with Brussels sprouts as futuristic weaponry and er, a pie-making machine replacing the nuclear robot as a baddie. Nevertheless, much of the basic gameplay has been filched from Konami's masterpiece. So there's an on screen radar to help you avoid enemies, and if you press up against buildings, the view changes so you can see behind you. Each level has a stealthy feel to it,



Russell says...

"Not bad for a quick basting, but annoying too"

the inventive sub-games, the pace does slow fairly often, and patience soon becomes important as you work onto the next level. Overall, though, Chicken Run is a solid game, albeit one aimed at a younger audience. Older gamers will enjoy the mini-games for a while, but there isn't much challenge here.

Like the film, the videogame version of Chicken Run may make you look at your next KFC in a different way. But, evangelical vegetarians aside, the main beneficiaries of this game will be children - especially those who've seen the film. The rest of us will enjoy a fairly fun, if limited and juvenile, take on Metal Gear Solid. ■ Greg Howson

CHICKEN RUN MAY MAKE YOU LOOK AT YOUR NEXT KFC IN A SLIGHTLY DIFFERENT WAY

with the player usually having to dodge guard dogs and angry farmers. Kid's game or not, there are plenty of hairy moments as you jump out of the way of a passing bad guy.

Perhaps realising that sneaking around may be too hard/boring for the target audience, the developers have thrown in plenty of mini-games to pep up the action. These sub-games are an important part of Chicken Run; primarily because they are fun, but also because they become addictive timewasters in their own right. There are numerous comic moments, ranging from seesawing and trampolining the chickens over a fence to using back-strapped fireworks or a big catapult to do the same. Other sub-games involve catching eggs before they break, and even a bout of wing-making as you attempt to fly your way to freedom.

Fleeing the coop

Graphically Chicken Run is mundanely average, although the film characters are easily recognisable. Ginger and co. are animated in the style of the movie, while the bad guys are suitably big. Actually the size of your assailants is impressive, with massive guard dogs and towering humans reminding the player that they are, after all, just diddy chickens.

Of course, there are problems. The camera can cause havoc as it swoops this way and that, making it difficult to get a bearing on your surroundings. The radar is fine, but the hindered visibility makes the game harder for kids and adults alike. Despite



CHARACTERS

The game closely follows the characters of the film. Star of the show are Ginger and Rocky. Ginger is the big-hearted leader who tries a variety of escape methods. Rocky is the American hero who struts his stuff. You play helpful rats, Nick and Fletcher, later in the game. Mac is the inventor and Babs (and her knitting needles) are important for the escape plans. Mrs Tweedy is the evil farmer's wife who threatens you with the automated pie-maker.



Throw sprouts at the dogs to keep them at bay...



dcm **6**

VERDICT
Feather Gear Solid for the poultry generation. Fun mini-games and a sneaky atmosphere make an enjoyable, if limited, romp.

ALTERNATIVELY...

Fur Fighters • Issue 10 • 8/10

Fur-covered action adventure. Well worth a look...

COMING SOON...

Disney's Dinosaur • Ubi Soft

More move-based shenanigans for the DC...



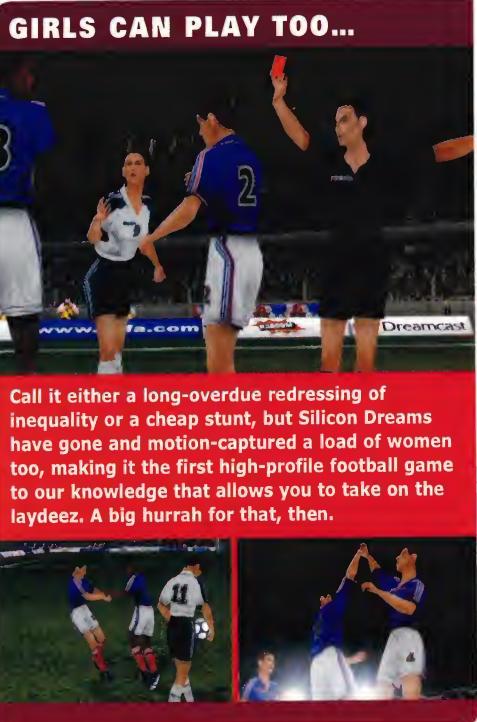
online...
www.sega.co.uk

dcm
RECOMMENDS

UEFA DREAM SOCCER

The big Dreamcast footie game this Christmas,
and it's a bit of a cracker. Over to Simon
in the commentary box...





about time

You've at least got to give Silicon Dreams marks for persistence. This, their third and final attempt to crack the thus-far uninspiring Dreamcast football market arrives twelve months after their first go, and finally offers some of the improvements we were looking for.

Lumbered with a new name (of which you can read more about elsewhere) and, presumably, a tight deadline, once again we weren't expecting much of a revolution this time round. And we



GET YER PRACTICE IN

We say it every time, and you don't listen. But like an irritating parent who won't let go, we'll say it again. Before you delve into the full delights of UEFA Dream Soccer, it's worth trying out some moves on the practice park, and generally getting used to the controls. You'll thank us for it when you beat Man United. Unless you're a Man United fan. In which case, get back to London.

were right. We didn't get one. But what we didn't expect, and what we did get, was such a pleasant evolution.

Incisive Work

As you'd expect, UEFA Dream Soccer once more attempts to recreate the beautiful game (not strip poker, you bunch of perverts), offering traditional and arcade modes with a plethora of options underneath. The headline grabbing addition is the

even david 'calamity' james catches more than this lot

inclusion of women's football for the first time (in any game, to the best of our knowledge), but what should be more sharply praised is the incisive work done on the gameplay.



Greg says... "At last, a decent DC footy game. Honest"

We've had several complaints about the Sega Worldwide Soccer series in the past, although we always concluded that they were fine games in their own right (rewarding them with scores of 8 and 7 to prove it). Perhaps the most significant flaw was that an air of tightness was lacking; players lagged around the pitch, the ball came to a standstill quite often, tackling was clumsy and the control wasn't as direct as it needed to be, which ultimately all impacted on the speed and flow of things. Not everything in the list has been perfectly refined, but the improvements in these areas have made UEFA Dream Soccer easily the best footie title on the Dreamcast. Again, that's not saying much, but UDS can also stand proud as one of the most playable games we've seen recently.

And we'll gush further. By tightening up the gameplay as well as they have, Silicon Dreams have served up a much more flowing game of football. Passing, in particular, is excellent, with both long and short balls required to break down the teams. It genuinely offers some workable and diverse tactical

Dreamarena

THE COMMENTARY BOX

Behind the mike for this outing are Radio Five Live's Alan Green, ex-Liverpool star Barry Venison and Helen Chamberlain. Green in particular is worthy of praise, bringing much of the passion he lends to his radio commentaries over to the game. Okay, so the phrases start repeating themselves fairly quickly, but if the idea of the commentary team is to add atmosphere to the game, then credit this lot as they certainly succeed. Which is more than some of the duff rubbish we've heard over the years...



options, as opposed to the old FIFA game tactic of taking it down the wing, crossing it in and scoring. Shooting too has benefited from refinements, with the volley option being particularly lethal. Mind you, if you're in the penalty area and you don't immediately shoot, you've pretty much had it. Okay, we can't complain too much as it's not too dissimilar to the game it's simulating, but the time it takes to take anything other than an instant shot is perhaps that fraction too long (and in a game played at the pace this can be, that does sometime make the difference, especially in goal mouth scrambles). Even the tackling has benefited from the spring clean, offering the



Close up detail is excellent although the best camera angles are the ones pulled out a little

UEFA WHAT?

We previewed it as *Sega Worldwide Soccer 2001*. Up until last month, that's what the damn thing was called. Then Infogrames go and can *UEFA Striker 2001*, and Sega, smelling a buck like a fart in a car, were in. Thus, by crediting Infogrames on their title screen (and presumably handing over some shekels), we have the unfortunate name *UEFA Dream Soccer*. Like we keep on saying, we only report on the stuff...



Duncan Goodhew is on for goal

player enough control to make the difference between a world class dispossessing and a indictable assault. We still did the latter, but more for a cheap laugh than anything else.

Set pieces are controlled in pretty much the same way as the previous two games. For instance, with a corner, you're presented with a large arrow to target with controls length and height of the cross, with the fire button controlling the power. Mind you, you still get all of this when the computer controlled player gets a set piece, which does give you an unfair tactical advantage.

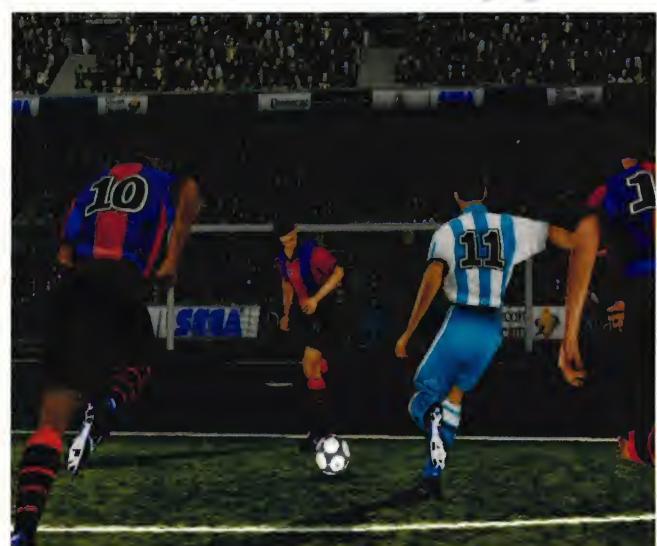


Player Power

Usually, the stock phrase of any action football game is that it's great in multiplayer mode. *UEFA Dream Soccer* is no exception. Supporting up to four players on a single Dreamcast, these things always come alive with a six pack and a few mates. The multiplayer mode certainly supports such proceedings (although the online links don't allow play over the net).

But that's not at the expense of single player options. Head on over into the arcade section of the game, and you're met with a variety of challenges. These vary in what they offer. For

uefa dream soccer is the most fluid and playable footie game on the dreamcast





instance, the basic versus game is your traditional game of footie, whereas some of the other variants tot up points for every successful shot and pass. Goals, predictably, send the scoreboard haywire, and there's a high score table at the end. Variants include Survival, Global Domination and Gender Challenge.

One such variant, Time Attack, is good fun, but strange. It's basically a game of who can score the quickest goal (with the high score table present and correct again), although the commentators don't seem to have been told. The match is over, and they're still guffing on about how the match isn't over yet.. Ho hum. Won't see them in the bar, then.

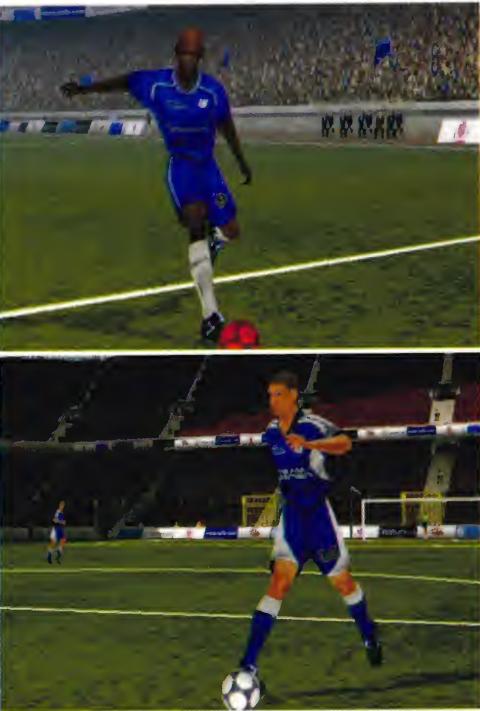
The arcade section though, fun as it is, isn't the main crux of the game, although it does contribute admirably to its life span. There are certainly some great ideas in there, but perhaps a little extra development time could have tweaked them. But as the game at the core of it all is sound, again, we're not going to complain about such bonuses. Bless 'em.

Graphics

Graphically, the stadia once again look fantastic. Really, really fantastic. The in game graphics too are smart, although we find we had to dither with the camera angles slightly to get the game that bit easier to play, sacrificing a little of the close up detail in the process. Nonetheless, come the all important replay of your last minute winner, you'll

MOTION CAPTURED

It's pretty-much the norm now for a major football title to come bundled with the various boasts about motion capture, but Silicon Dreams are justifiably proud of the work they've done on their game. Utilising a 'MotionMorph 8-Point' animation blending system that allows instantaneous blends between animations (making things generally more smooth and natural), they've also included (some occasionally dodgy) facial expression, and a skeleton structure to each player to again increase the realism. Crikey. Wondered why they weren't down the boozier.



have few complaints as you go for your close up. A quick note too for the intuitive in game menus; restricting the choices on each menu to a minimum, you can skip quickly to the options you require via the left and right trigger buttons. It's not an award winning feature, but hey, we kinda liked it.

In terms of options, UEFA Dream Soccer is bulging with them. You can play club and international leagues and tournaments (complete with a substantial roster of teams to choose from),

are a few niggles that cost it the 9/10 it's agonisingly close to. Unwelcome leftovers of games gone before, such as the powerful aftertouch after a shot which virtually ensures you can hit the bar from anywhere. The keepers are lacking too, too often flapping at crosses or fumbling simple catches on a regular basis. Okay, down the Villa it's a common occurrence, but even David James catches more than this lot. And despite the work that's clearly been done on the artificial intelligence, there are times when you'll sit there wondering whether the computer opponent is taking bets on the result. Suffice to

put your hands in your pockets, folks, for the boys have done good. and it kicks FIFA's arse

and the aforementioned arcade mode gives you several different (although rather samey) approaches to crowning yourself champion of the game. Suffice to say that there's enough here to keep you busy for a long time to come.

Those Little Niggles

Yet still, although UEFA Dream Soccer is an improvement, there



The other team had a strong case for handball.

say you're going to have to put the game on the hardest level to get much of a challenge out of single player mode

Perhaps it's unfair though to lump our complaints all in one paragraph though, as if there's a great deal wrong here. There isn't. UEFA Dream Soccer is easily the most fluid and playable footie game on the Dreamcast, which makes it all the more disappointing that this will be the last soccer game that Silicon Dreams develop for the format. For whilst against the ultimate barometer of football games on any format, ISS Evolution, they've still got a lot of work to do, UEFA Dream Soccer is a very, very good football game that this time deserves some commercial reward. Put your hands in your pockets, folks, for the boys have done good. And it kicks FIFA's arse. Hard. ■ Simon Brew

dcn 8

VERDICT
Third time lucky for Silicon Dreams, as they finally deliver a footie game the Dreamcast can truly be proud of. This is mighty good fun.

ALTERNATIVELY...

SWWS Euro • Issue 9 • 7/10

Round 2 was a good, but undeniably hurried effort.

COMING SOON...

European Super League • Virgin

An outsider for the cup, due out in November.



READY 2 RUMBLE: ROUND 2

Boxing for real isn't exactly a fun sport, but Midway's second instalment of the Ready 2 Rumble franchise oozes fun like blood from a freshly-opened face wound. Saul thinks up some 'ring' jokes...





MR RUMBLEMAN

The man you have to beat to become champion is Rumbleman, and he's about as tough as they come. He's far bigger than any of the other boxers and has a reach at least 20cm longer than anyone else's, making him an extremely tough nut to crack. He's got some great animations and can reach maximum Rumble power in one fell swoop. And when he does, don't let him catch you with a sucker-punch or he knocks you clean out of the ring and into the crowd. Which looks cool, but is bloody frustrating as it's game over for you. By the way, Rumbleman appears as a bit of a surprise, but we're not gonna give the game away.



pugilist's perfection?



All of the fighters have special moves to find

THRILLER

When R2R:R2 was first announced, Midway was proud to blab that they had secured the appearance of Michael Jackson in the game. Michael who? Yes, he's a bit old hat, so it's not exactly something to shout about but nevertheless, it's a good laugh to give the gaunt, pasty-faced git a bit of a kicking.



If you look at mainstream sports, you find on one system or another, there's a near-perfect digital recreation of them all. Football has ISS Pro Evolution on PlayStation, motor racing has Ferrari F355 on Dreamcast and golf has the PGA franchise on PC. There's even a top rugby sim in the form of Jonah Lomu Rugby too. Boxing, though, has suffered, and no matter what format you take, there's never been anything more than an average boxing game. Something that Midway's Ready 2 Rumble: Round 2 attempts to rectify. Not by

catch them with a hit that stuns them and they just sway around like punch-drunk monkeys

offering a detailed simulation of the sport, but by making fighting fun, and on this front they've succeeded in creating a fun and playable game. It's not without its problems, though.

The original Ready 2 Rumble was one of the best Dreamcast launch titles. As a boxing game, though, it falls into the no-more-than-average slot.

Richard says... "look at him, he thinks he's cornholio!"

Its success came via its light-heartedness and general comic feel. It wasn't a boxing game as such, just a game where you can beat your mates about the ring and enjoy it thoroughly (sorry). It

didn't attempt to offer a detailed simulation of the sport, and was all the better for it. However, Midway seem to have messed with the gameplan for Ready 2 Rumble: Round 2 (R2R: R2), and not in the way you'd think - they've actually dumbed down the gameplay even more! To quote the original game's review in Issue Three of DCM, "...Ducks, sways and side-steps are at hand by pressing the appropriate shoulder buttons, preventing the beat-'em-up's ugly cousin - the button basher - from rearing its spotty face". We got it spot-on then - underneath Ready 2 Rumble's cartoon exterior lurked a laymen's Muhammad Ali of a boxing game. But underneath the even better-looking cartoon exterior of R2R: R2 lies no more than a George Foreman-style slugger. The beat-'em-up's ugly cousin may have been barred from the original party, but he seems to have organised the sequel. It's not as if we can really put a finger on what the problem is, it's just that you stand more chance of winning a bout by simply



Well, with baps like that, you're never gonna be a loser, baby...



hammering the buttons. Of course, each of the 24 boxers comes with an array of standard and special moves, but if you try and use them in a skilful fashion you find yourself getting a bit of a pasting. R2R:R2 doesn't view itself as a simulation, though, and believe it or not the button-bashing gameplay style does actually work, but only for a while.

Banned Substances

R2R:R2 gets away with this rather shallow gameplay by creating a buzz of showbiz pizzazz from the word go. As you boot up, you're faced with a simple yet classy option screen that offers you the choice of an Arcade Mode, Championship Mode, Tournament Mode or Team Battle Mode. The first is a simple bout between any of the

fighters you choose. Championship Mode sees you choosing a fighter and visiting the gym to build their stats up via a challenging sub-game system (see the training bout opposite). Tournament Mode offers you the chance to get some mates together and fight it out between you to see who's the 'ardest and Team battle Mode sees one or two players choosing a team of boxers to fight it out against each other in a team tournament. The Championship Mode is R2R: R2's meat and potatoes and is easily the most enjoyable mode to get your teeth into. It uses a calendar system where you train between fights that can either be for a title or cash. The cash you earn from the fights can be used to purchase vitamin supplements to really boost your fighter's stats and make them a real drugged-up tough-nut.

This system of 'training-cash-title fights' works extremely well and keeps you playing long after the button-bashing gameplay has

worn off on you.

No matter how you choose to play R2R:R2, though, the atmosphere it creates before and during a fight is second to none. Once the match has loaded up, you're treated to the announcer introducing the boxers in a typical American fashion. It's then onto a quick view of the fighters before the action starts and the crowd go wild.

Total KO

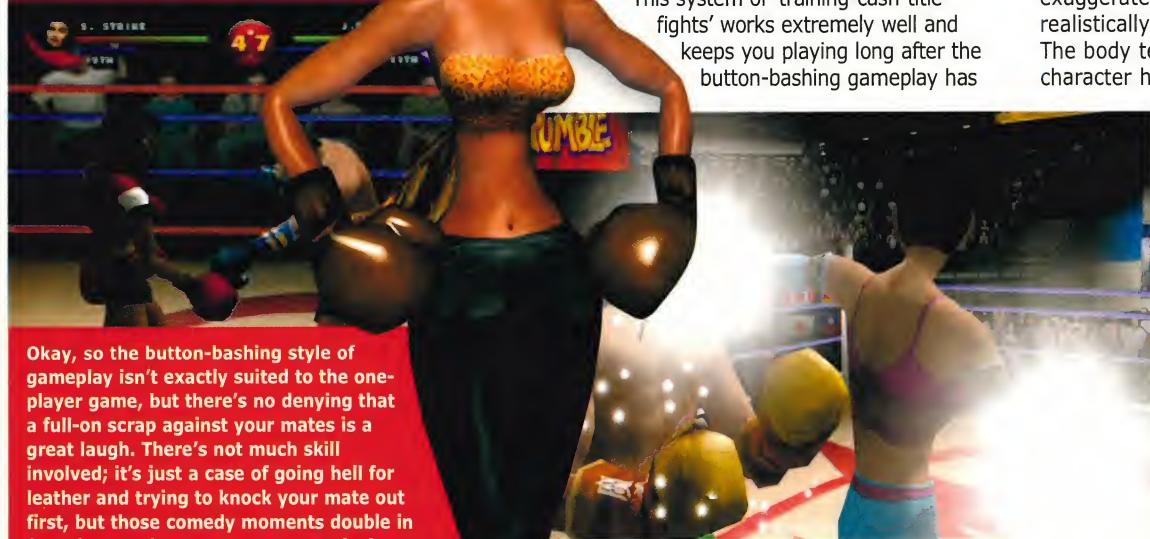
As soon as you start fighting you notice just how good-looking R2R: R2 is. All of the fighters

the original ready 2 rumble was one of the best dreamcast launch titles

(of which there are 24) are built in an exaggerated cartoon fashion, but move more realistically than any other beat-'em-up around. The body textures are second to none and each character has a number of face movements

that give them a real personality - which is what the game is all about. As well as an incredibly varied bunch of individual looking character's, you notice they all have their own individual movements and animations, that more often than not are side-splittingly hilarious, at least the first time you see them. The most obvious of these animations are the Rumble charges. This is where you press a couple of buttons together, causing your character to perform a taunt or some kind of dance that charges their Rumble power-up. Some of the antics the boxers get up to

COME ON THEN!



Okay, so the button-bashing style of gameplay isn't exactly suited to the one-player game, but there's no denying that a full-on scrap against your mates is a great laugh. There's not much skill involved; it's just a case of going hell for leather and trying to knock your mate out first, but those comedy moments double in fun when you've got some mates playing.

Build your Rumble Power and unleash it on your unsuspecting opponent

GET TRAINING

The Championship Mode sees you taking charge of a boxer in a bid to train him up and increase his stats to that of a champion. This is easier said than done, and takes you an age to have a worthwhile fighter, but the sub-games you have to play in order to build your boxer up are all solid, and at times even fun. There are seven altogether...

Jump Rope

The idea is to hit certain buttons and combinations as they fall across a line, in order to make your boxer do different moves with the skipping rope.

Timing and dexterity are the key in this game that resembles the cool Beatmania.



Speed Bag

The Speed Bag game is a simple case of jabbing and hooking the bag as fast as you possibly can. There's not much time, and you have to create a good rhythm with the bag otherwise you start missing hits and losing points.



Heavy Bag

This is a reaction and observation game that helps you out no end when in an actual fight. Standing in front of a heavy bag and a command flashes up telling you what type of punch to do. If you're not quick enough in reacting, you lose.



Sway Bag

This one teaches you how to avoid your opponent's punches and is also a very satisfying game. It takes the form of a Simple Simon game. Memorise the instructions on screen and carry them out with perfect timing. Get it wrong once and it's game over.



Rumble Pads

This is easily the most enjoyable game and it increases your reactions too. There are six pads that flick out at different times that you have to punch. Hit the corresponding button or direction to strike the pads and they go back in. On the later levels things become pretty frantic.



Rumble Aerobics

Taking its cue from Space Channel 5, you have to follow a busty aerobics instructor's moves by completing the corresponding button presses in time with the rhythm. This should help with your combos, but seeing as though the gameplay is mainly button-bashing, it's a bit of a waste of time.



Weightlifting

Here you have to use the A and B buttons in rhythm with your weightlifter's arms. Hold the button until the bar reaches the green area, then release and raise the other arm using the other button. Once you get into the swing of things, this is the easiest training game of all.



have to be seen to be believed. Like Afro Thunder sticking his bum in the air or Freak E. Deke do a wicked impression of Beavis' Cornholio. Laugh, we nearly pissed ourselves! Yellow stains nearly made an appearance too when we first saw the comic way boxers get knocked out. Hit your opponent with a sucker punch and they're knocked flying backwards, but just catch them with a hit that stuns them and they sway around like punch-drunk monkeys, spouting of some of their speech samples. You've gotta be there, though. There's a plethora of these comedy moments throughout every match, making R2R:R2 a laugh a minute. Which is the reason the button-bashing gameplay is acceptable, especially when you've got a group of mates around.

A game can't solely rely on comedy, though. As history will testify, most games based on humour fail miserably. R2R:R2 relies on its comedy to hook you, with the gameplay trailing behind it, but, like the best comedy movies, you can only hear and see the same jokes so many



The comedy stylings continue even after the game has finished

as you boot up, you're faced with a simple yet classy options screen

times before you get bored of them. The novelty wears off pretty quickly with R2R:R2, and then you're left with that button-bashing gameplay which just isn't enough to offer a rewarding playing experience on its own. Which is a shame as the original game offered the comic elements and gameplay with a little more depth. The Championship Mode keeps you playing until the end, but after this, R2R:R2 only ever comes out after a night on the beer with your mates who didn't pull and are too scared to scrap in the kebab queue. The crux of the problem, then, is that although it's not trying to be a simulation, R2R:R2 is just too dumb to be a long-lasting experience. I'm impressed that Midway has managed to dumb down the original, though, which cool as it is, was probably one of the dumbest games I've ever played. In a good way, of course.

Saul Trewern



Yo mama's so fat, she; etc, etc...

ALTERNATIVELY...

Soul Calibur • Issue 3 • 9/10
Simply the best beat-'em-up ever. Period

COMING SOON...

Animal Soccer • TBA
Well it's a sports game and it's sorta cartoony.



VERDICT

Though in many ways superior to the original, R2R:R2 is shallow, frustrating and lacking in long term appeal to be a real contender.



**STAR WARS
EPISODE 1:
JEDI POWER
BATTLES**

Lightsabers, Darth Maul and, er, Jar Jar Binks. Greg feels the Force in the Dreamcast's second Star Wars title.

CHOOSE THE FORCE

Choose your Jedi wisely: Obi-Wan Kenobi is enthusiastic and agile, but limited in Force power (too young, you see). Qui-Gon Jinn has lower stamina but is strong when it comes to defence and healing. The other three are all Jedi Council members. Plo Koon is strong and slow; the complete opposite of Adi Gallia, who is speedy but generally weak. The final, and probably most balanced, is Mace Windu who is pretty good at everything without excelling in any one area.



star wars slasher

Hands up those who were disappointed with Star Wars: Episode 1? Okay, so Jar Jar and the rest weren't exactly a match for Han Solo and Princess Leia but the film wasn't all bad. The lightsaber battles with Darth Maul were the highlight and sensibly LucasArts have used these as the influence for the second Star Wars game on the Dreamcast. Jedi Power Battles is a straightforward sabre fest as you seek to free Theed Palace and generally restore harmony to the galaxy.

Before you start you'll need to decide what to do and which Jedi to do it with. The options are fairly standard with the one new addition from the PSX version being the Vs mode, where you can battle and train with a human opponent. Otherwise you can complete the standard training mode or jump straight into the game proper.

Fighting Force

Although you can't play as Yoda there are five Jedi for you to control, each having special skills. So, Obi-Wan Kenobi is enthusiastic but limited in Force power while Qui-Gon Jinn has lower stamina but is

STAR WARS EPISODE 1: JEDI POWER BATTLES



COME ON THEN...



There are ten levels to conquer and they mirror the film perfectly. The first level sets you on the Federation Trade Ship, but before long you'll be running around the swamps and trees of Naboo and roaming the corridors of Theed city. Later on you'll be visiting the deserts of Tatooine before finally meeting Darth Maul in the Royal Palace.



Two player action is okay, but on one screen it can be awkward.

strong in healing. Despite their differences the individual Jedi can be improved in a number of ways. So, if you want more staying power, go for a longer health bar. On the other hand, if you keep on running out of juice then you can extend your Force power bar. While it's hardly Final Fantasy it does at least give you a semblance of tactical choice as you rest your tired fingers. Another important factor are the combos, or Jedi moves, which you learn throughout the game.

At last to the game itself and, unless you've been spending too long in Mos Eisley's famous bars, you can pick it up very easily. Simply hack and slash at a never-ending army of droids and collect powerups (the lightsaber extender is very useful) and other goodies on the way. Later in the game you get to play around with some Trade Federation vehicles which, while not being hugely exciting, does add a bit of needed variety to the hack and slash. Subtle it ain't, but Power Battles is, initially at least, a bit of a blast. However, things soon get harder, especially when the platforming sections come into play. The camera is essential to any 3D game but with no control available to the player you are left at the mercy of the preset views - great if you enjoy leaps of faith and plummeting to regular death, but not so if you want to save the

galaxy. Trying to judge your jumps becomes infuriating later in the game and if it wasn't for some handily placed mid-level save points you'd fear for the safety of your joypad.

Double Trouble

To make things easier (or so you'd think) you can play in two-player mode. With your pal onscreen at the same time the

Russell says... "Another disappointing Star Wars. Bummer..."

and you've got the makings of a very good game. However there are some serious problems which stop this Jedi becoming a true master.

The platform sections are flawed with the appalling camera doing its best to help your hero plummet to an early death. The two-player action, whilst again initially enjoyable, soon becomes tediously frustrating as you struggle to both jump and fight together. Finally the game itself gets very hard very quickly. Even on the easy level

simply hack and slash at a never-ending army of droids and collect powerups

two of you can leap, slash and generally give grief to the bad guys. Unfortunately, while initially enjoyable it soon becomes apparent that there are problems. The platform sections are tricky enough on your own so when there are two of you sharing the same inadequate view things can get very frustrating indeed. And it gets worse. Go in different directions and it's likely that one of you will disappear off screen. This is hardly an ideal situation, especially with a ramped up multiplayer difficulty level.

Thankfully then, when it comes to sound and vision, Power Battles is a success. Graphically it's polished, with crisp animations and some sparkly effects (most notably the reflections and feeling of depth in the backdrops). Of course, no Star Wars game would be complete without a blast of the John Williams soundtrack and Power Battles is no different. It's amazing how the Star Wars theme can make even the most average moments exhilarating, with some particularly effective spot effects completing that essential atmosphere.

Jippy Jedi...

Overall Jedi Power Battles is a real mixed bag. On the one hand, the simplistic hacking and slashing is immediately enjoyable, with steady progress leading to enjoyable early addiction. Throw in a superlative Star Wars atmosphere

you'll be troubled by some of the bosses which, combined with some tricky jumps, means you'll become frustrated before too long. If you fancy a quick swing of a lightsaber then give this a go, but for long-term enjoyment Jedi Power Battle is more Ewok than Boba Fett. ■ Greg Howson



All ten levels keep the action pretty close to the film...

dcm **6**

VERDICT
The hack n' slash offers short-term enjoyment but this is not the greatest Star Wars game.

ALTERNATIVELY...

SW Episode 1: Racer • Issue 13 • 6/10

Fast-paced racer with Anakin and his pods

COMING SOON...

SW Bombad Racer • Sega/LucasArts

Episode 1 goes Mario Kart, with big heads all round

METROPOLIS STREET RACER

dcM
RECOMMENDS



With the quest for realism in videogames reaching dizzy heights, along comes MSR with real-life city locations as courses. Join us then, as Saul journeys the world without leaving his desk...



We're racing in London and it's raining. Fancy that!

simon says...

"Realistic, fun with a monster challenge"

city style

It's not how fast you drive. It's how you drive fast.' The statement that adorns the opening sequence of Metropolis Street Racer (MSR) is the first clue that what you're about to experience is something a little bit different. As convention puts it, the aim of a racing game is to drive fast and strive to be first past the post. A convention that makes MSR wholly unconventional. Of course, the underlying current is to win every race but the structure of the game relies on a different method than winning to advance. Instead, it relies on something called Kudos. We're not talking about

wearing the latest Evisu jeans, old school Adidas shell toes or listening to the latest breakdancehop. No, we're talking Kudos earned from stylish, high-speed, seat of the pants driving. Besides, why should somebody be given props for wearing the latest Japanese jeans, when real respect is earned for action? And MSR certainly offers plenty of that.

It's not how fast you drive. It's how you drive fast

Gaining Kudos in MSR is done in several fashions, driving style being the most prominent. Take to the track and drive like a pro and your Kudos soars, drive like a 70 year old granny on acid however, and you'll lose Kudos as if a pair of old Dunlop Green Flash were your only pair of trainers. Kudos is only awarded on how well you take corners, which is a little disappointing, as you'll get no respect for a nice overtaking manoeuvre, or avoiding hazards with style. Also disappointing, is the fact that you only earn Kudos on how well you slide around a corner. Now correct me if I'm wrong (letters of damnation to Forum please), no right of mind racing driver will attempt to slide into a corner. The best and

fastest way through a corner is to take the perfect racing line, obvious really, but for doing this you're not awarded one jot of Kudos. Instead the Kudos comes when you slide the back end out, thus by the laws of physics, taking the corner slower than you would had you taken the natural racing line. Kudos is about style and there's no denying that a long and fast powerslide looks cool, but I can't help thinking that you're rewarded for getting things wrong, rather

than right. Which is wrong. Or something...

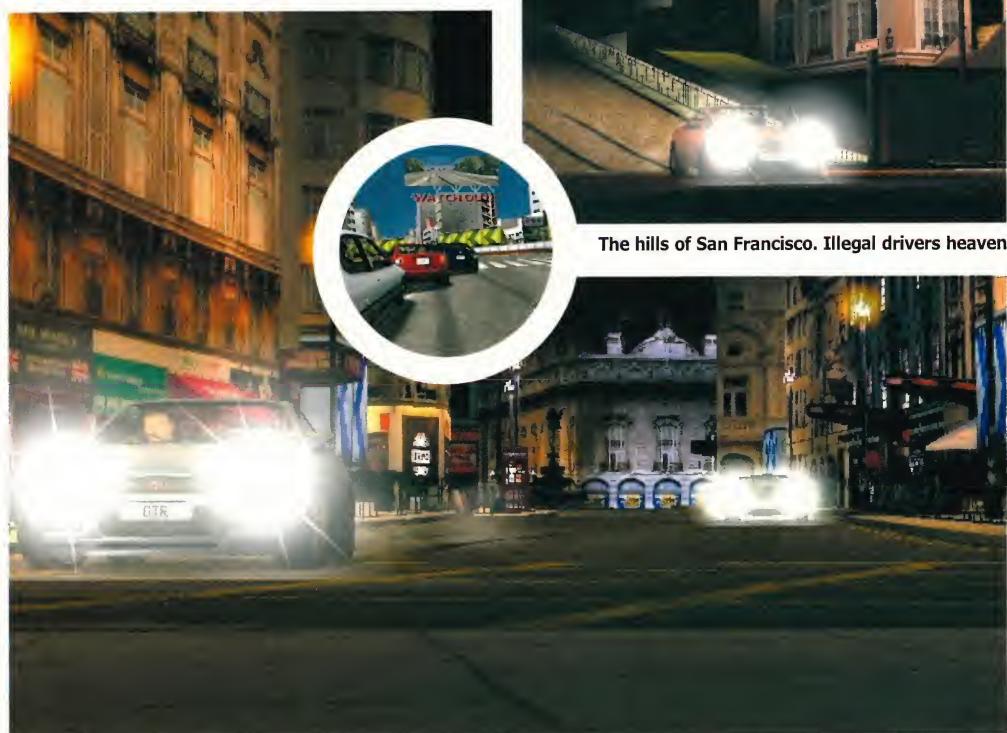
Kudos Contest

There are other ways of scoring Kudos, in fact the whole structure of the game relies on it. MSR consists of twenty-five 'Chapters' all of which include ten events each. Starting with training you have to earn a certain amount of Kudos to move on to the next chapter, and so on. The events



ON THE RIGHT TRACK

MSR offers a whopping 250 tracks but before you go all weak at the knees at this prospect, be aware that the tracks in each city are divided into three districts and made up from the same stretches of road, à la Ridge Racer. This means that you'll recognise most of the track sections after you get about half-way through the game. There are so many variations though, that you rarely remember a whole track and even when you think you know a section, and drive though it how you did last time, you'll probably end up hitting a barrier or missing the corner as the track twists off in a completely different direction. So although the 250 tracks are made up from many of the same track pieces, there's so much variety that they all feel sufficiently different. Okay, you can go weak at the knees now.



The hills of San Francisco. Illegal drivers heaven



The out of car views aren't as playable as first person views

aren't all straightforward racing though. There's a healthy mixture of time trial, fastest lap, average speed, one-on-one races, special challenges and full on racing to get through, each of which starts with a certain precursor to beat. For instance, you may have to gain an average speed of 60mph, complete a lap in under thirty seconds, overtake

precursor times and scores before a challenge to suit you. So if you think you can beat the default third position in one race, why not drop it down to first? Think you can go faster than the average speed of sixty? Knock it up to seventy and give it a go. This of course brings with it rewards, and risks. Up the ante and pull it off and you'll earn even more Kudos, lay it on the line and fail, and you'll spring a leak in your Kudos sump, leaving a respect slick all over the road.

Every challenge can be played as many times as you like, in order to try and squeeze more Kudos out of them as you get better. And shaving hundredths of seconds off of a lap to beat the challenge is extremely satisfying. You'll find yourself going back to races and altering the default constantly, not only for Kudos, but for pride too. If you beat the score set, you'll want to dive right back in with a harder target. Maybe even play a Joker so you can double any Kudos earned. That's right, at different points throughout the game you're awarded Jokers. Set yourself a challenge then gamble a joker to reap the Kudos points in.

Almost Impossible

You may have read that MSR is based on real-life locations from London, Tokyo and

THE CAR'S THE STAR



The cars are an extremely important aspect to any driving game. And although Ferrari only has one, it's the quality of that F355 counts. MSR offers fifty cars to drive as you progress through the game. You start with the slower end of the market with small sports cars from Mazda and Fiat. You then move on up to souped up Coupe's from the likes of Peugeot and Renault. After this it's onto the Mercs and Audi's, then when you start to get into the real powerful cars you can drive the likes of Jensen, TVR, Ford, Mitsubishi's and top of the range Alfa Romeo. Bizzare Creations have the mix of cars just right with plenty of European models mixed with Japanese models, so there's something to suit everybody. Oh yeah, and there's a London Cab to be had too...



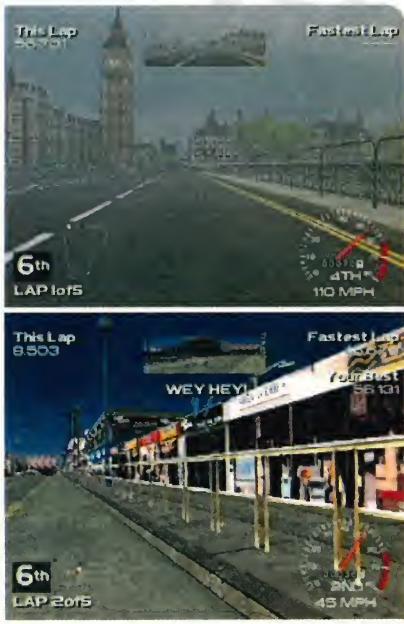
San Francisco, and that the developers have painstakingly recreated these locations as close to the real thing as possible. Well, what you've read is absolutely true. Bizzare Creations have almost pulled off the impossible. You can now race in several districts from each of the three above cities, on the real road layouts, past real buildings, and even at the right time of day (According to the DC's internal clock that you set at the start). This really does have to be seen to be believed. I've never been to Tokyo or San



The weather effects are gorgeous. Check out Tokyo

CITY SIGHTS

Surprisingly, MSR's biggest assets are the amazing 3D engine and the highly original and addictive game structure. The thing that will make it sell though, is the fact that it's set on real life-roads in real-life cities. And rightly so. Hauling through London in an Audi TT is a gaming experience you're not likely to forget for some time. All the landmarks are there and there's even highly detailed shops in some areas. You get to cain it along some of London's famous parks and even take a short cut through Buckingham Palace. As for Tokyo, well the only landmark I know is the Sega building but the tight roads and oriental furnishings of some of the areas give off the perfect Eastern atmosphere. San Francisco streets are best known for the hills and MSR recreates this roller-coaster ride gloriously. To add to the realism, you actually race the different cities at the time of day according to GMT. Which is a positive and negative point. On the upside, it means you get to see the cities at different times of the day which shows off some amazing graphical effects. On the downside though, if you only use your Dreamcast at certain times, say in the evening after work, you'll have to change the starting time to witness the cities at different times of the day. Still, this can be done within the game (there's a clock for each city running throughout the menu's) so you don't have to fiddle around too much.



THE COMPETITION



So, we've got excellent car handling and 250 smartly designed tracks to race around. But what of the capabilities of the CPU controlled cars. Do you get a good race and do they drive realistically? Well, yes actually. They also make the races extremely exciting by giving each other a hard time as well as you. You can often see them battling it out in front of, or simply spinning out on their own in your mirrors. At first though, you won't find the CPU cars that intelligent but as you progress through the chapters they slowly get faster and more precise, which is where things really start to heat up.



There are several different multiplayer modes in MSR. And they all bring out the competitor in you - grrr.



a deep and complex game structure isn't normally what you'd expect from a racing game

Francisco but if their in-game representations are anything like as realistic as London's then MSR truly is a benchmark game. London offers you the chance to power-slide past Nelson's Column, cain it through St. James Park, tear over Westminster Bridge and even check the time out on Big Ben. Admittedly, there won't be much time to take in the city sights as you'll be steaming past them at stupid speeds, but they are there, and MSR is all the better for it.

Had it not been for the unbelievable 3D engine and superb graphical attention to detail though, the fact that you're racing in real life locations would not be as astounding. As it stands, the Dreamcast handles the superb visuals amazingly

well. With this much detail going on around you, you'd expect a certain amount of slowdown and graphical glitching, but the 3D engine shifts everything along perfectly, without a hint of struggle or slow-down. It's not easy to stress how important this is to the playability of MSR here, and looking at the screenshots won't help, but take my word for it, MSR in action is one of the most beautiful sights you're ever going to see on the Dreamcast. Reflecting the amazing visuals are the rock solid car models. There's fifty in all and each one is a near perfect representation of their real-life counterpart (nothing less), and each one handles considerably different.

So, we finally get down to it. The car handling. After all, no matter what you tack around it, be it beautifully realistic city streets, or the best game structure a driving game has ever seen or a fantastic 3D engine, it's the characteristics of the vehicles that makes or breaks a racing game. Check last months Ferrari review for proof. I awarded it 10/10 and most of those points came because of the pureness of the driving engine. Alas, MSR doesn't come so pure at heart. Don't get me wrong though, the driving is resolutely realistic with great representations of weight-shift, traction, braking, acceleration and speed, only they've been slightly dumbed down, to fit the power-slide slant of the main gameplay. This is no bad thing however, as the car handling makes for some fantastic racing action. The fact that every



Night time really does capture the spirit of the real thing. Check out the neon in the background. Beautiful...

car handles differently also means that you have to adapt your driving styles for each course, which in turn helps MSR last even longer. The whole game offers a near perfect learning curve, so taming each car feels natural, and is actually a whole load of fun.

Which is what MSR is all about, it's deep, complex and realistic but it's also overwhelmingly fun. The fact that every track (250 in all) is a challenge and every car is a challenge sounds daunting, but once you sink your teeth into it, things get really tasty. The near realistic, slightly arcade handling provides the action, the game structure provides the addiction and the amazing 3D engine provides the speed and beauty. MSR is not quite as pure as last months ten scoring Ferrari but as a main-stream driving title, it's by far the best out there, and you really can't live without it. ■ **Saul Trewern**

dcM
MSR's structure, superb visuals and cool gameplay gel together perfectly to form a the second best Dreamcast racer ever.
9

ALTERNATIVELY...

Ferrari F355 • Issue 15 • 10/10

Not as vast, but the pure driving makes it a winner.

COMING SOON...

Speed Devils Online • Ubi Soft

The original was cool but you can play this online.



Useful objects can be accessed through the inventory screen

DISNEY'S DINOSAUR



The game of the film arrives with a ROAAAAAAAR, but has it got the bite?

Dinosaurs seem to float in and out of fashion faster than David Bowie. One minute they're flavour of the month, the next they're all-but forgotten in favour of some new here-today-gone-tomorrow fad like Teenage Mutant Hero Turtles (remember them?), or the current money-making machine, Pokémon. Unlike the aforementioned fads, though, dinosaurs never really go away - they just get a boost every now and then from Hollywood. There was One Million Years BC, which was more famous for

Simon says...

"Happy-joy. Another kiddy platform/puzzler"

the animal pelts Raquel Welch (almost) wore than its recreation of the prehistoric predators. There was the cute-and-cuddly The Land Before Time with its cartoon luvvability, Spielberg's immense-but-implausible Jurassic Park films and now Disney get in on the act with their computer-generated Dinosaur, a movie who's plot owes more than a passing nod to The Land

prehistoric playability?

MOVIE MADNESS



The intro sequence, where a winged predator steals an egg and flies away with it, only to have it knocked out of its beak while in flight, is truly breathtaking. Made using the same CGI techniques as the film, it really is beautiful to watch, and sets the scene for the first puzzle, which is to retrieve the iguanodon egg and hatch Aladar.

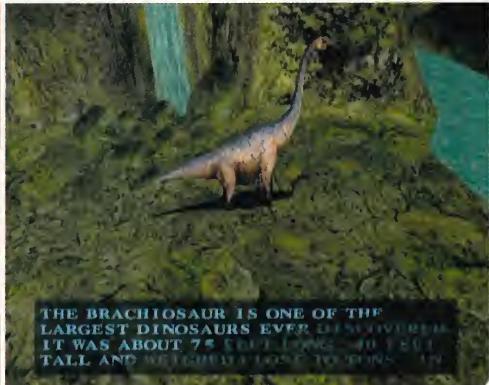


Carry the burning stick to set the obstacle on fire.



GOTTA TRASH 'EM ALL?

As you make your way through the haggard prehistoric landscape, you encounter all sorts of malevolent monsters and killer carnivores. Attack and kill one on 'em and it's added to your Dinosaur Encyclopaedia. Ring any bells, folks? Shades of Pokémon, perchance? Anyway, unlike the Pokédex, the Encyclopaedia lets you examine the dinosaurs as 3D models, as well as reading about them. It's a neat idea that will appeal to those who like their dinosaurs.



Before Time. Wayhey - dinosaurs are in fashion again, with cuddly toys, figurines, T-shirts, badges - and a brand-new Dreamcast game!

This top-down puzzle-based adventure offering sees you controlling three different dinosaurs, helping the team on their journey to Sanctuary, a perilous trip awash with hazards such as

FANS OF THE OLD 16-BIT OFFERINGS HUMANS AND THE VIKINGS SHOULD BE ENTIRELY FAMILIAR WITH THIS

dangerous obstacles, fearsome carnivores and perplexing maze-like environments. Film hero Aladar the iguanodon is the team's fighter, with his hard-hitting tail lash and crushing charge attack. The wonder-winged pteranodon Flia is good for scouting, checking out the territory or swooping on foes from above, while the monkey-like Zimi (actually a lemur, whatever that is) is good for climbing and getting into tight spaces.

The Monster Mash

The game certainly isn't short of puzzles. Take the mountain level where Aladar must flee his pursuers and escape through a

mountainous maze full of twisting passageways. You finally escape by battering down the decidedly dodgy supports propping up a crumbling cave, crushing the carnivores. Inter-species co-operation is essential. Look out for the crumbling cliff face, where Aladar finds his huge bulk crumbles the rickety rockface. Trapped on a small safe spot, it's

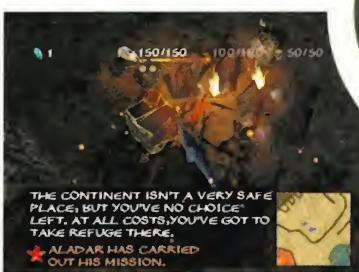
left to his mammal mate Zimi to climb, leap and run to a higher ledge where he can dislodge a boulder to act as a bridge for his big buddy. Fans of the old 16-bit offerings Humans and The Vikings should be entirely familiar with this brand of puzzle.

Dinosaur's first fault becomes apparent as soon as you start to play. The environments are more restrictive than the graphics imply. Thus the flying pteranodon can't fly higher than the very low plateaux or over the flames that partly border the first stage, the lemur can't pick his way through bushland which is thinner than Paul Daniels' hair and none of the dinosaurs can walk onto the beach - they hit an invisible wall. Also the aforementioned flames are

totally unrealistic, offering a wall of fire that stops you progressing until you've hatched Aladar out of the egg. It would be much more atmospheric if the graphics didn't imply you could explore unreachable areas and the way ahead was blocked by something that needed the hatched iguanodon's skills to surmount instead of those oh-so-artificial flames. A poor start, but that was only the tutorial stage. These problems do occur later in the game, but not as severely.

No, the biggest downer in Dinosaur is the fact that after every two or three perplexing puzzles offering satisfaction on solving, you come up against something so obscure you need to be told what to do as soon as you reach it. Likewise, after every few puzzles that are fun to solve, with a fair balance of arcade action and clever puzzling, you come across a tedious buttock-clencher that's hideously awkward to execute and takes an age to 'solve', even after you've worked out what to do. Which is a shame

- apart from this, it's a fun game. ■ Ian Osborne



Run away from the hungry carnivores!

Chicken Run • Issue 16 • 6/10
Limited laughs, but not bad for the kids

COMING SOON...

dcm 6

VERDICT Like the curate's egg, it's good in places. The occasional stupid puzzle lets it down, though.

Buzz Lightyear • Activision
More animation antics coming to the DC...

Christmas 2000 **dcm**
DREAMCAST MONTHLY

ALTERNATIVELY...

...

Chicken Run • Issue 16 • 6/10
Limited laughs, but not bad for the kids

COMING SOON...

Buzz Lightyear • Activision
More animation antics coming to the DC...

Christmas 2000 **dcm**
DREAMCAST MONTHLY



JET SET RADIO

If hype be truth, then Jet Set Radio is the coolest, best looking, most playable and original game ever. Hype isn't always truth, as Saul is about to find out...

online...
seg-europe.com



There's plenty of rails to grind, some of which hide bonuses

believe the hype?

GRAFFITI IS ART!

Well, maybe graffiti isn't art when you look at our pathetic attempts, but for those of you with a little Jean Paul Basquiat in you, there's the opportunity to create your own graffiti in Jet Set Radio. The layout of the Graffiti Editor is very simple, but inexperienced artist should not expect good results quickly. Once you finally get a design you're happy with, you can save it and use it in the game. Cue Tokyo-to filled with obscenities and pictures of tits, then...



Ever since Jet Set Radio was first unveiled, the hype machine has been gathering momentum at an amazing rate of knots. So much so that by the time it hits the shelves, the hype will probably be enough to sell it out alone. Jet Set Radio is gonna sell like hot cakes, and it won't be until you've shelled out your hard-earned and played for a few hours that you realise you've been slightly suckered by the hype. Don't get me wrong; Jet Set Radio is a cracking good game, but it's not the groundbreaking, genre-inspiring landmark we've been led to believe. Still, skating around the streets of a pseudo-Tokyo on a pair of futuristic roller blades with the goal to do as much graffiti as you can, with the entire police force out to stop you, has gotta be fun. And for the most part, it is.

First things first, though - Jet Set Radio is one of the best-looking games ever. I'm talking jaw-dropping, eye-popping, swoon-inducing good looks. The much-heralded cell shading techniques that have been used really do have to be seen to be

believed. The characters are styled in a cartoon fashion whereas the scenery is solid 3D fare much in the same vein as Crazy Taxi. The streets of Tokyo-to are filled with all manner of Japanese stylings, giving the game an incredibly lush and sumptuous feel, making it a world apart from the clean, angular streets of Crazy Taxi. The flat, hand-drawn characters somehow fit perfectly into Jet Set Radio's 3D world, but it's not until you see them alive in the bustling city streets that you can really appreciate the graphical beauty of this game. Your eyes are constantly fed Grade A eye candy absolutely everywhere you go - from the smooth animation of the characters in your control and the Keystone Cops comical police force that chase you constantly to the never-ending traffic that pours around the roads and the incredible detail of the sidewalks and parks you have to rip up.

Your ears are in for a treat too, with the sounds of top underground DJ Professor K, of the eponymous Jet Set Radio. This dreadlocked hipster spins the latest breaks and cutz of something they like to call hardcore music (no, not helium vocals and sped-up piano riffs, thankfully). His hip-hop sound can be heard throughout the game, and so too can his often-crazy rantings about what's going down on the streets of Tokyo-to. Which is where you come in...

I AM THE LAW



Of course, graffiti is an act of vandalism, thus a crime. The police of Tokyo won't just give you a slap on the wrist and tell you to go and burgle an old granny instead like they do in the UK. Oh no, the police in Tokyo-to, lead by a certain Captain Onishima, stop at nothing to see the scourge of graffiti banished from the city. This means that wherever you go you have the fuzz on your tail. Not just footsoldiers and cars, though. As the game progresses, Captain Onishima calls in SWAT [Thought they were American? Ed], some tanks, and even a fleet of missile-firing helicopter gunships! Mountains and molehills spring to mind...

Ian says...

"Blinding looks and original gameplay."

Turk 182

The latest craze for street kids in Tokyo-to is to tag the entire city with their gang's graffiti and cause havoc in public areas on the latest battery-powered in-line skates. You start as one such street kid, Beat Naturally you have to join a gang, which is how the game starts. In order to ease you into the simplistic controls at the start of the game, you have to complete challenges set by prospective gang members. Succeed and these hip street kids join you, meaning you can take control of them whenever you want (there's loads more challenges and the opportunity to bolster your gang throughout the game). After the initial stages of learning and gang-building, the game starts proper, but not without the appearance of Professor K who informs you of the current street situation.

Tokyo-to is made up of three districts, controlled by different gangs. As the GGs you control the Shibuya district. A chemical freak gang called Poison Jam runs the Kogane manor and the Benten neck of the woods is controlled by the Noise Tanks. There are other gangs to worry about, including the Love Shockers and a posse of punked-up nympho bitches. In order to beat these rival gangs, you have to make your graffiti tag the most prominent in the city.

There's a basic three levels per district, although the street map at your gang's garage allows you to swap between districts and levels. The first challenge in each district is a simple case of skating around and tagging over the enemy's art, with the police in tow, of course. The second phase sees you chasing the other gang members. The final phase is an all-out vandalism sesh where you just have to do as much graffiti as possible. This is a simplistic look at the structure, as there are plenty of bonus challenges to take on and you can always go back to see if you can do better on a level. All of the districts are pretty big too, and there's loads of secret areas and grinds to find, so



it's worth revisiting once you completed a level. Even so, don't expect Jet Set Radio to last you more than two or three weeks.

Good, but...

There's no denying that Jet Set Radio is an all out assault on your visual and aural senses. The game is packed with detail and hilarious comic moments, and is often as enjoyable to watch as it is to play. The real problem, though, is the enjoyment doesn't last long due to a couple of big flaws in the game mechanics. Firstly, the controls are simple, yet it's hard to make your character do exactly what you want. Even after hours of play you won't feel in complete control of what's happening as the physics of the way your character moves are just all wrong. I'm not after real-life physics; just a feel of being in control. The biggest problem, though, is the fact that the tricks are almost random. There's absolutely no skill involved in pulling off tricks. Just jump and push a direction and a trick will happen. They all look amazing, but you don't feel as though you've actually made it happen.



The Tokyo-to police have taken their job a little too far.



Unlike the forthcoming Tony Hawk 2, that gives you complete control of everything your character does and a whole host of tasks to do on the levels to boot. Sega has simply wasted a great opportunity by failing to make the game mechanics even half as amazing as the audio-visual experience Jet Set Radio offers. Had they

jaw-dropping, eye-popping, swoon-inducing good looks

taken note of the success of the trick-based Tony Hawk Skateboarding, Jet Set Radio would have been the first game in years that has lived up to its hype. As I said at the start, though, Jet Set Radio is a cracking good game; just not the one that we were told to expect. Perhaps we shouldn't have expected it; after all, you can never believe the hype... ■ Saul Trewern



dcm 8

VERDICT Ground breaking in gameplay and graphics, JSR offers original thrills in an attractive package. Shame its true potential wasn't quite realised.

ALTERNATIVELY...

Dave Mirra BMX • Issue 15 • 7/10

Looks terrible, but full of tricks you won't find in JSR

COMING SOON...

Tony Hawk's 2 • Activision

Tricks, tasks and levels and an amazing 3D engine



dcm
RECOMMENDS

SHENMUE

His name is Ryo and he dances on the sand. When he's not investigating his father's murder of course...



世
5



"What's a nice girl like you doing in a place like this?"

classic yu suzuki



Forklift fans, why take your test? Just play Shenmue

ON YOUR TRAVELS

Ryo, the hero, is a bit of a man-about-town but he always turns down offers of drinks despite going into numerous bars - he even turns down the "crazy hot dogs" which are supposed to perk him up a bit.

Nozomi is the love interest and does the usual Japanese video game girl thing, which involves standing around in a tartan mini-skirt looking demure.

There are hundreds of characters in Shenmue. Here's our guide to some of the key ones:

Ine-San is the housekeeper who ticks you off when you get home late

Fuku-san also lives at your house and is good for training with although he doesn't venture out much.

Lan Di is the murderous villain behind your father's death who likes mirrors. Apparently.



alternative is another hour on (say) Spirit of Speed, but when you're engrossed in Shenmue it's hard enough to drag yourself away to the loo, never mind the word processor.

It's the 80's

Whingeing aside, Shenmue is one of the finest gaming achievements ever, although you may not think so straight away. Let me explain. From the moment the clock starts in December 1986,

shenmue is a true epic that will have you hunched in front of the tv for an age

Shenmue blinds you with some beautiful graphics: from skyline to shop shelf there is more detail than you can imagine. But the game itself at first seems to do little justice to the visuals. As the intro sequence detailing your dad's murder ends, you start the game at home. As you'd imagine, your home isn't the average semi - this is a truly authentic Japanese dwelling complete with bamboo and a mat for you to deposit your discarded

shoes before entering. After spending a while pottering about (and chatting to your housekeeper), it's time to venture outside. Now the adventure begins proper as you walk down the hill to the first villager. You now become Ryo as you stroll around the streets chatting to neighbours and knocking on doors. And that, er, is kind of it for the first couple of hours. All the waiting around and chatting to people does leave you just wanting to do something!

Simon says...

"If you haven't got a life get yourself a digital one"



Talk to enough people and before too long you realise that actually you are enjoying yourself. See, unlike most games Shenmue lets you discover what is happening and doesn't force you into doing things. It runs at your pace rather than at one dictated by the designers and it does make you appreciate how "lead" you are in the vast majority of games.

Very linear?

Of course, it's still all very linear but there are different ways of achieving different goals. And driving this along is the story. Unlike 99.9% of

when you're engrossed in shenmue it's hard enough to drag yourself away

RETRO GAMING

The arcade in Dobuita has pixel-perfect conversions of Space Harrier and Hang On, which is great for retro fans everywhere. If these splendid slices of nostalgia aren't enough, the arcade also has QTA Title (a simple button basher) and QTE2 which lets you practice your button pressing in the context of a game. You'll be spending a lot of time in the arcade.



for a bar or shop to open. At around 7pm night falls and all the lights come on, although they gradually begin to go on as dusk falls. Of course, you need to get back and if you are still out at 11.30 the game sends you home - ending any all-nighter thoughts you may have harboured. When a game is as



'Take that... and that!'



realistic as this the things that you can't do become more annoying. When you're fighting orcs or flying space battles it doesn't matter, but when you are frequenting bars and doing the shopping it becomes frustrating that you can't do exactly what you want. Still, if you do stay out late your housekeeper tells you off in the morning.

Incredible detail

Graphically Shenmue is unrivalled and it's the attention to detail that really impresses. The graphics are crammed full of small features that you may not even notice but will be glad of when you do. Each character has wonderful facial animations while the detail stretches to things like postcards in travel agents and a readable menu on the hot-dog van. Then there are the little Sega toys you can win from machines as you aim to collect them all. The cut-scenes are lovely but you don't really want to sit through them more than once - unfortunately you can't skip them, which can be very annoying, especially if the controls force you to re-enter the conversation.

The only real way to succeed in Shenmue is by communication. Most people will talk to you (even if it is only to say they are busy) but only those who say something crucial get an (automatic) entry in your notebook. This book becomes vital as a way of keeping track of what's going on and (crucially) giving you



an idea of where to go next. There are hundreds of in-game characters, each with individual personality traits and roles. Most of them are unfailingly polite (after all they are Japanese!) and even the bad guys are occasionally unintentionally hilarious as they tell you to "kiss off twit". Actually the translations do lower the atmosphere at times, although with the amount of speech you can forgive them the odd verbal slip. Most of the time you'll be too busy nattering to notice.

Hang On a minute

Of course, if you tire of all the talk you can spend some time on the numerous mini-games and subquests. Early on in the game you come across a little kitten, which, if you want, you can feed every day. Of course, you don't have to but you have the choice and this is typical of Shenmue. Alternatively, you can hit the arcade, which as well as having a complete jukebox playing classic Sega soundtracks from the likes of Out Run, also has pixel-perfect conversions of Space Harrier and Hang On. There is also a dartboard and nearby there are slot machines and even a passable billiards game in one of the bars. If that isn't enough, throughout the game you will come

across Quick Time Events (QTE's) where you have to press the correct button at the right time. While simple to do it can get very difficult, with only split-seconds to make you choice. Okay, it's not

exactly rocket science but the QTE's do add some variety to proceedings. Of course, being a Yu "Virtua Fighter" Suzuki game, there is more to the fighting than just this. The Free Battle system lets you get stuck in as you learn moves throughout the game that you get to use on an increasingly tough set of assailants. While it hardly matches Soul Calibur the fight sequences are enjoyable although some of the training can go on a bit.

Talking of fighting, the controls in Shenmue suffer from what's known as "Resident Evil-itis". This clumsy affliction means you often end up running into walls or fighting to get the camera in the right position. Thankfully it doesn't spoil things too much.

So there we have it. Shenmue is a true epic that will have you hunched in front of your TV for an age. It may have flaws - dull periods, some dodgy translations - but Shenmue offers something unique and beautiful. The future has arrived. ■ Greg Howson

LET'S SHOP!

The main town of Dobuita is packed full of shopping goodness and you'll soon get to know all the storekeepers. There's Tom, the odd Jamaican/Japanese hot-dog seller; Jupiter's Jacket's for those essential fashion moments and the handy Tomato convenience store (very handy for filling up on feline food). You won't go hungry either (actually eating is one of the few things you don't have to do) with Ajiichi's Chinese restaurant open regularly.



Then kick, O.K.?



What grandiose Japanese epic would be complete without dramatic wind-swept artwork?

dcm **10**

VERDICT
Spend some time with Shenmue and you'll wonder why every game can't be as good looking, involving and incredibly playable

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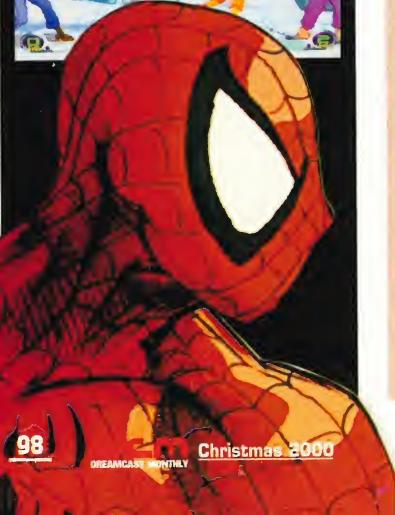
marvel vs capcom 2: new age of heroes

Change the time

This 'aint very interesting but if you're the pedantic type you might enjoy it. There's a huge clock on one level that doesn't just display any old time - it reads from the Dreamcast internal clock. So if you want to change the time on it, say, to make your brother late for a date or something wacky like that, just change the time at the DC options menu (turn the DC on without a game in).

Change team order

You can change the order of your team by holding either the Left or Right Trigger during the 'Versus' screen.



power stone 2

Unlock Pride

Complete the game with all seven original characters.

Unlock Mel

Complete the game with all seven original characters plus Pride.

Open extra Arenas

Complete the game with all nine

characters (including Pride and Mel). You can access them at the Arena Selection screen by pressing left or right to go off the screen. A box with the words "Extra Arena" will appear.

Extra Options

Every time you complete the basic game you'll be awarded a new option.



ultimate fighting championship



All character type's, styles and levels

Get the UFC silver belt with any of the characters and you'll earn their body type and fighting style in Career Mode.

Unlock Big John's stats

Get the gold belt in career mode and you'll unlock Big John McCarthy's complete set of vitals.

Unlock Bruce Buffer's stats

Get the UFC silver belt with any career mode character to unlock all of Bruce Buffer's vitals.

Unlock Card Girl's stats

Get the UFC silver belt with all 22 fighters to unlock the card girls vitals.

Unlock Ulti-Man's Style and Suitcase arena

Get the UFC gold belt with all 22 fighters go open up Ulti-Man's style and arena.

Unlock Ulti-Man's stats

Get the UFC gold belt on hard difficulty to get Ulti-Man's vitals.



samba de amigo

Unlock Tequila, Love Lease and Soul Bossa Nova

Beat challenge one on challenge mode to unlock these songs.

Super Hard mode

Shake the left maraca in the high position fifteen times at the difficulty selection screen.

For normal DC controllers use the left maraca high button.

Random mode

Shake the left maraca in the low left position fifteen times at the difficulty selection screen. For normal DC controllers use the low left maraca button.





segat gt

Extra cash

You'll need two memory cards for this one but it's worthwhile. After buying a car save it to both VMU's and send the car from one VMU to the other. Now load the game from the VMU that you saved the VMU to and sell the extra car. You can keep doing this until you have as much cash as you like.



aerowings 2: airstrike



Unlock Environments, Planes and Missions

At the main menu press and hold Left trigger + X + Y. You'll hear a sound if you entered the cheat correctly and you'll now have all of the planes and the pilot missions plus two new environments



ready 2 rumble: round 2

Holiday Clothes

This one's pretty cool. Turn your DC on without a disc in and go to the settings option. Now change the internal date to any bank holiday (say Christmas, New Years Eve, Easter etc.). Now place the game disc back in and you'll find some of your characters wearing different clothes to celebrate the holiday. Of course you could just wait for the date to come around naturally, but that would be boring wouldn't it?

Extra characters

Every time you beat the game you'll get an extra character. Here's how many times you have to win for which character;

- 1 Freak E Deke
- 2 Micheal Jackson
- 3 G.C. Thunder
- 4 Wild 'Stubby' Corley
- 5 Shaquille O'Neal
- 6 Freedom Brock



quake III arena



Here's some commands that you lucky/rich (delete as applicable) mouse and keyboard owners can use. Whilst playing the game hit the 'w' button to enter the game system console. Now use the following commands;

/who	Display a list of players
/say	Type your message and all players will get it
/say1	Only player one gets your message
/say2	Only player two gets your message
/say3	Only player three gets your message
/say4	Only player four gets your message
\help	Displays commands
/tell_attacker	Only the person attacking you gets your message
/say_team	Only your team gets your message
/tell_target	Only the enemy you target gets your message
/clear	Clear the game console



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SWAT Interactive

IF YOU'RE WANDERING WHERE THE REST OF SWAT IS THIS MONTH, IT'S NOT HERE.
WE'VE HAD TO MAKE SPACE FOR THE MASSES OF XMAS GAMES, BUT WE'LL BE BACK WITH SOME TOP GUIDES NEXT MONTH!



Send all SWAT correspondence to the address below:

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DC US PC

Dear swat,

To say that I'm champing at the bit at the prospect of on-line play with Quake III on my Dreamcast would be an understatement. I can't bloody wait but I've got a few questions I'd like answered if you could spare me five minutes of your probably precious time. First up, how many players can compete in an online match? And also, I heard rumours that Dreamcast owners will be able to take on those spotty, pasty faced PC techie nerds at Quake III. How is this possible? Thanks for



your time. I'll see you on-line to give dcm the fragging of your lives when the game comes out!

Jason Dove, e-mail.

Swat: Sadly, Quake III is only going to allow four players to play on-line at once. Which is better than nothing, especially as there'll be a wide range of games to sink your teeth into such as the classic Capture The Flag and King Of The Hill matches. As for playing against PC owners, well, it's in the pipeline although Sega are just going to keep it closed to Dreamcast players for a while. Why? 'Cos PC Quake III players are fantatical and it's best that Dreamcast owners practice a little before taking on the spotty, pasty nerds you mentioned. It also might be something to do with the fact that linking a PC and Dreamcast over the net is a highly technical challenge and such internet unfriendly things like 'Lag Time' have to be considered before things can run smoothly.

HAWK HELP

Dear Swat,

Cheers for a top mag month in month out. The reviews can always be trusted and I can always count on your cheats and guides. Thing is, I have to count on the help you give on games as to put it bluntly, I suck. As much as I love gaming, it doesn't come naturally (something to do with being a bird my brother tells me). I'm really into Tony hawk Skateboarding at the moment but I can't seem to get any of these massive scores that you're printing in swat scores. I don't know what my problem, I can do all the trick and get some massive air on the go, yet 70,000 is about the highest I can get on any of the levels. Please help me out. What am I missing?

Angie, Stoke-On-Trent.

Swat: It sounds to us Angie, that you're probably missing out on your grinds. Yeah, you can score some decent points from big air and a four trick combo but nothing compared to the amount you can get from a good grind combo. The best idea at the start, is to stick to one level and scout it out looking for long grinds. Just remember that a grind doesn't have to come to an end when the rail runs out. You can move often than not ollie out of a grind and straight onto another rail to keep your trick multiplier rising - which is where the big points come from. Try the school level to start with. At the bottom of the steps near the start head to the right and grind around the lip of the ramp, and try to keep it going as long as possible, using an ollie to jump to the next available grind space. All the while though, and this is where it gets complicated, you have to be jumping, doing small tricks and landing into a different grind to really whack your score up. It's hard and you'll need some 'fire fingers' to score big but once you get the premise, you can start working on those big scores. Let us know how you get on.



the latest in digital entertainment in some smoky seaside arcade. After reading through my mates copy of DCM though, I think I have just about been converted to the Dreamcast team. I'm gonna be getting one at the weekend and of course Crazy Taxi will be my first game. However, the main reason that I'm going to invest in a Dreamcast is Silent Scope which has to be one of my all time favourite games. What are they gonna do about the gun peripheral though. How is the game going to work and more importantly, is it any goo?

Frank Myra, Blackpool.



SILENT JOY-PRO

Dear Swat,

I'm an arcade freak at heart and spend most of my weekends blowing my hard earned cash on

Swat: First up Frank, let us reassure you that Silent Scope rocks on the Dreamcast. The developers have done a superb job in translating the gameplay mechanics to the Dreamcast joystick. Of course it's not quite as cool as the Silent Scope arcade cabinet but it works a treat. It's simple case of moving your sights about with the analogue stick and using the right trigger to fire. Your scope is zoomed in permanently, but the Left Trigger can be used to zoom out for when you need to take a look at what's going on and to move quickly. And amazingly, this system is just as much fun as playing on a full arcade cabinet.

SWAT scores



FUR FIGHTERS

Dear Swat,

I got Fur Fighters for my birthday and I've already finished the damn thing! I've missed the last two issues of your mag so I don't know if there are any cheats for it. But is there?

Niall Conroy, Dublin.

Swat: You'll have to revisit the different bosses in the game and defeat them to unlock the following cheats;

Boss	Cheat
Gwyneth	Auto Aim
Junita	100% health
Claude	Extra ammo.
Esmerelda	Collect a weapon and it will have full ammo.
Winnie and Mai	3D mode
Viggo	Bears twice as tough
Here's a few more;	Invincibility

Complete the Temple of Gloom maze
All the characters will get slimmer
Token Collecting Collect all 100 hundred tokens on a level then re-enter it for a race to the finish. get good times to enter your name on the high score table.



HIDDEN & DANGEROUS

Dear Swat,

Thanks for the Hidden & Dangerous cheats in last months Swat. Problem is, I don't have a bloody keyboard so how am I supposed to input the cheats. Sorry to sound a bit blunt but I was chuffed to see this ridiculously hard game in Cheat Code Central, then to read that you have to have a keyboard really pissed me off. Are there any non keyboard cheats for the game at all.

Danny, e-mail.

Swat: Alright, calm down son, we can't help it if you haven't got a DC keyboard. Lucky for you though, a non keyboard cheat does exist. Go to the create a player section at the start of the game and type your name in as RVL. Make sure that you move on from the last L so that you have another flashing L. Enter this name then go back to the main menu and a new option 'All Missions' is available. Select this and start a game. You'll now have access to every mission in the game. There's also a nice cheat menu when you pause allowing such options as Invincibility and all weapons. Happy now?

We're all a bit full here at swat scores this month after having to eat our hats several times over. We commented in issue 15 that we still hadn't reached the magic 100 on the Virtua Tennis Pin Crasher game. Well blow us down if over the next few weeks we didn't receive dozens of hundred plus scores, all with photo's to prove it. Well done, you've all certainly proved us wrong. Still, we have other things to do than sit playing Pin Crasher for six hours a day. Sad gits. Anyway, check out the list below for the Pin Crasher roll of honour/sadness (delete as applicable). We've also had a bit of a race on with the Sydney 2000 100m dash with some times hitting the eight second mark. Which is some pretty fast button bashing but we're not sure we can regulate this challenge as too many of you are bound to be using helpful aids like lighters or pen lids. Cheaters only cheat themselves and winners don't do drugs. Something that many of the Olympic athletes seem to ignore these days. Anyway, we're dropping Sydney 2000 as of next month, we just don't trust ya!

VIRTUA TENNIS (PIN CRASHER)

Position	Name	From	Score
1.	Christopher Carter	Derby	139 points
2.	David Bates	Surrey	139 points
3.	Gavin Caollins	Leeds	139 points

Note: It seems we've got a few 139 point ties going on. Can anybody get the Gold Training medal to really prove their skill?



FERRARI F355 CHALLENGE

Position	Name	From	Score
1.	Simon Ward	Dorset	7.81s
2.	Kevin Baker	Yorkshire	7.83s
3.	Geoff Corbin	Liverpool	7.84s



TONY HAWK SKATEBOARDING

Position	Name	From	Score
1.	Stephen Edwards	St. Ives	267,235
2.	Colin Ross	Liverpool	254,907
3.	Peter Hemmel	Marlowe	231,742



Note: We've had a couple of claims of plus 400,000 level scores which is pretty damn high. We need photographic evidence before you get you credit in swat scores though.

SYDNEY 2000

Position	Name	From	Score
1.	Johnathon Bairn	Canvey	7.81s
2.	Gary	Belfast	7.83s
3.	Brian Hardway	Newcastle	7.84s



Send all SWAT SCORES entries to: SWAT SCORES, DCM, Quay Magazine Publishing, 22 Strand Street, Poole, Dorset BH15 1SB



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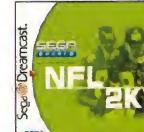
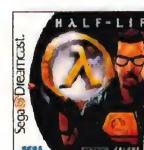
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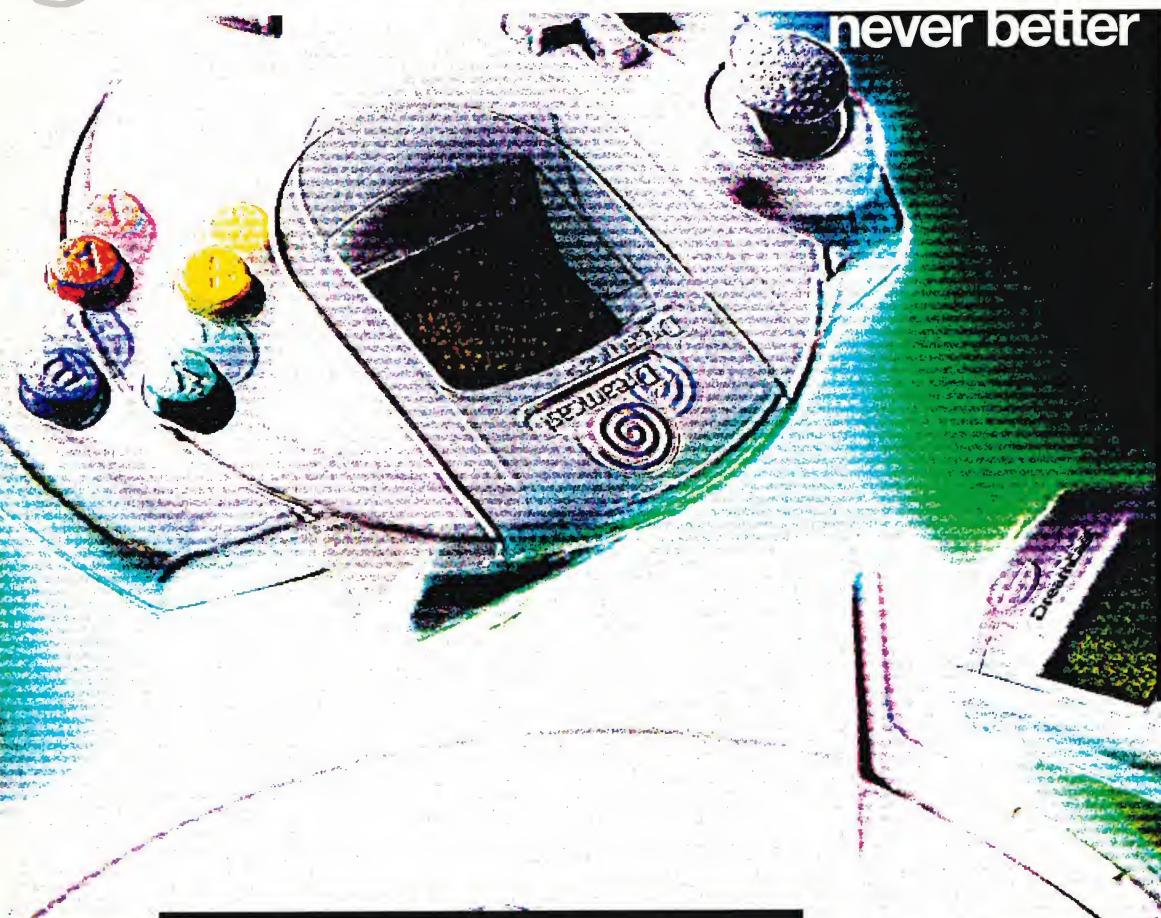
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FEATURE

never better



The Dreamcast.
It's one year old.
And as Simon Brew
reports, it's
ready for its
biggest fight yet...

OVERDOSE

never better



Lrite us a feature on why the Dreamcast is the console to buy this Christmas", bellowed Barnes from across the room. "And don't make it a sad fan-boy's love letter or any shit like that." And with that, our glorious (albeit short) leader retreated back behind his antique desk, leaving me with four pages and a highly mature article to write. Fat chance.

The impetus behind this is pretty-much the debate of the industry at the moment. Out of seemingly nowhere (although we know different), the Dreamcast has emerged as possibly this Christmas' main console, beating out competition from a Pokémon-branded N64, a restyled PSOne (which, realistically, we wouldn't bet against) and the supposedly all-conquering PlayStation2. Which is about as good a place as any to start...

Open Goal

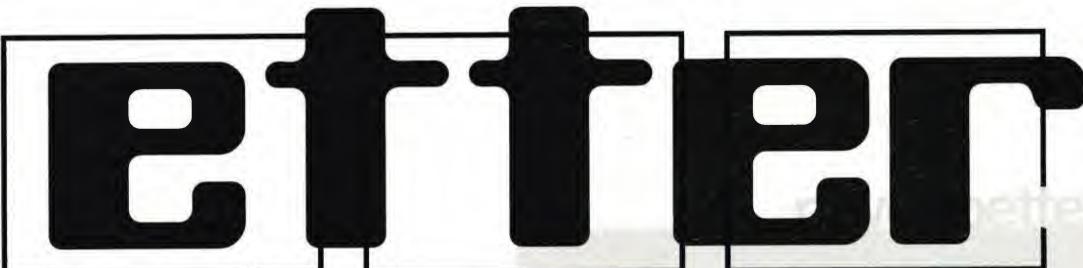
On paper, there's seemingly little contest. The PlayStation2 looks to be the better machine, and comes as the sequel to the world's most successful console ever. We're not blind to the fact that the PlayStation has turned the video game industry on its head over the course of the last six years, taking away puerile battles between Sonic and



The N64 may not be shifting hardware units these days, but there's still the odd high quality game arriving on it

Christmas. Understandably, retailers are thus reluctant to give much shelf space to the 50+ titles that are coming out, meaning that once the initial hype has passed, interest in the machine could very well cool. A lot.

The hardware shortages aren't the only thing working against Sony this Christmas. Industry insiders have been murmuring for months that of the dozens of games that would be out on or around launch, there was



Mario and replacing it with quality games aimed at players who've safely passed through puberty intact. Or not, in some cases. All of us at dcm at some time or another have been privy to the charms of the original PSX, and few of us expected the hiccups that have hindered the PlayStation2.

In launching what should be the easiest console of all time to sell, Sony has become a victim of its own success and hype machine. The key problem is supply. We've little doubt that hundreds of thousands of gamers would buy a PlayStation2 this Christmas if they could. As it is, because of supply shortages which have hit virtually every part of the world, Sony haven't been able to manufacture enough machines to meet the demands it created. In the UK, it's reckoned that just 200,000 machines will be in homes for

nothing really there to set the pulse racing. Perhaps that's why Metal Gear Solid 2, still around a year away, has already been shown before a single launch title has hit the shelf. Examining the catalogue of titles surrounding the PS2, it's no disaster, but it's clear that it's one of the weakest launch ranges we've yet seen. Even the much-vaunted support from Electronic Arts has resulted in another tired range of updates and sequels. Still, don't be fooled. We've little doubt that quality PS2 games aren't too far away, but it's here that Sony could learn something from its rivals.

Remember the oft-delayed launch of the N64? Never the hit console that was expected, the N64 enters yet another Christmas live and kicking simply because Nintendo dedicate themselves to quality games. They delayed kick-off for the N64 so the software would be ready, and the world



Online Gaming

Sega screwed up with their online gaming; there's no denying it. But now it's pretty-much sorted out, and we're set to see the benefits shortly. Having existed for months with only Chu Chu Rocket truly playable online (at least they gave it us for free), the line-up of titles you can play online is about to explode.

The big hitters are clearly the likes of Quake III Arena (due early December), the enormous Phantasy Star Online, racers such as Speed Devils Online and we'd wager that Worms World Party gets itself a fair slice of the cake too. Other titles to watch for include a rumoured online version of Half-Life early next year, and the almighty Unreal Tournament, which you can read about elsewhere in this issue. And as no other console on the market yet comes with a modem attached, the Dreamcast is the only major gaming platform you battle across the net on (besides the PC of course, but that's not a console!). It'll get even better when Daytona arrives next Easter...



Stand up and be proud!

The Dreamcast is bursting with quality software, sure. But the best bit? Many of them you simply can't and won't be able to get on any other format. Check this lot out, and make sure you get them on your shelf.

Ferrari F355 Challenge

A rare top score in DCM for Acclaim's absolutely stunning racing game.



Crazy Taxi

One of the finest arcade experiences found on any console, Crazy Taxi, ten months on, is still just as bloody addictive.



Soul Calibur

The best Dreamcast game of 1999 is just starting to hit the bargain bins. As it kicks the arse of 99.9% of all games released on any format this year, it's well worth the shekels.

Sonic Adventure

Sega's mascot in a game that, whilst still leaving room for improvement, pretty-much blew us away on launch day.



Resident Evil Code Veronica

Or 'the one you can only get on the Dreamcast'. Arguably a finer, more rounded experience than Resident Evil 3 (due out on DC imminently), this is one of the tensest games to hit the Sega yet...

Virtua Tennis

The Dreamcast's best sporting game, hands down, and the best tennis game of all time. Any arguments?



Shenmue

If you've not heard of it yet, you will do very soon, as Sega's epic adventure is due out any minute now...



Jet Set Radio

Mixing Tony Hawk's with Crazy Taxi for an award-winning game that picked up the plaudits at this year's E3.



Samba de Amigo

Maracas. Top tunes. The game that virtually everyone falls in love with. If only it was a bit cheaper...

Ecco the Dolphin

Didn't like this much myself, but again I'm in a minority. Sublime, relaxing gaming. With a dolphin in it.



Power Stone

Earning disproportionately low sales figures, the Power Stone games are simply wonderful, imaginative beat-'em-ups. Please buy them.



was rewarded with the awesome Super Mario 64. This year, the tired old machine has seen arguably one of the top three games of the year in Perfect Dark, with various Pokémon titles dotting around the charts and the superb Mario Tennis and Zelda sequel due before December.

But software is where Sega is really coming into its own. So far we've dwelt on the failings of others in contributing to the Sega revival, but without some serious ammunition on their side, the Dreamcast would still be floundering. Fortunately, serious ammunition is what it's got.

That Software

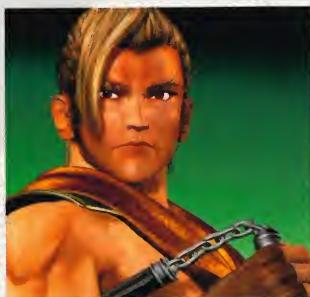


Still rocking and an imminent price drop. Merry Xmas

Sega has a long and historic pedigree in arcade gaming, and the Dreamcast has felt the benefits. At the time of writing, arguably the best DC titles to come out this year (and even neutrals must agree we've seen a lot of quality games) are Crazy Taxi and Virtua Tennis, both offering utterly compulsive pick-up-and-play gaming. The best bit? They're Dreamcast-exclusive. A further glance through the DC back catalogue, currently totalling just over one hundred titles, sees other DC-exclusive classics come to the fore. Soul Calibur, along with Unreal Tournament on PC, can justifiably lay



The game that stopped us getting a tan this summer



One year on and *Soul Calibur* is still the best beat-'em-up on any format, wiping the floor with the lame *Tekken Tag*

claims to being the best games of 1999, with *SC* simply the finest arcade beat-'em-up we've seen. Even Sonic had put his pre-pubescent past behind him for a deep, advanced and thoroughly enjoyable *Sonic Adventure*, the jewel in the crown of an impressive launch day for the console. Sonic will return twice in 2001, and we'll be mighty glad to see the little fella too...

But arguably the best is yet to come. Barely have we recovered from the surreal but loveable *Space Channel 5* and the awesome *Ferrari F355 Challenge*, we're already being hit with a barrage of exciting titles over the next few weeks. Chances are, by the time this magazine hits the shelves, you'll already be experiencing the delights of *Metropolis Street Racer*. And still to come? Possibly the most daring videogame of recent times, the mega-budget *Shenmue*, set to revolutionise the simple adventure game, genuinely leaving much



Unreal Tournament early 2000. The best FPS ever?

of the competition behind. Don't forget the likes of *Sonic GT*, *Samba De Amigo* and the fantastic *Jet Set Radio* too. In short, there's never been a more exciting time to be a Dreamcast owner.

But then, considering this is one year after launch, we'd expect the software to have advanced sufficiently. Certainly, nobody really expected games as good as we've got, and when magazines do their Top Ten games lists at the end of the year, we'd expect at least half the places to be taken by DC titles. But if you're looking for the counter argument, Sega is simply doing its job at this stage, and chances are (come 12 months down the line) the PS2 will be similarly bulging with

impressive titles. Our guess is they won't be as good as what we're getting this Christmas, but we're keen to illuminate both sides of the debate.

Anyway, in 12 months time, even more competition arrives in the shape of Microsoft's X-Box, currently the dark horse of the gaming industry, but certainly winning the necessary column inches to build up the anticipation. Clearly the X-Box benefits from the large amount of cash in the Microsoft coffers, but also they're busy signing up deals with many dozens of developers. Make no mistake, the X-Box could be the biggest threat out of the next-generation consoles.



Ferrari F355 DC only and the best racer ever

MSR, hot on the heels of F355 and DC only too!

Still, we can't help feeling that a year down the line, the Dreamcast software catalogue will be even more advanced. True, there are a lot of sequels on the way, including fresh instalments of *Sonic*, *Ecco*, *Samba De Amigo* and more, but it's to the credit of Sega that they're continually pulling fresh, innovative software out of their hat.

So we conclude. Having tried desperately to avoid the puerile gushing that the omnipresent Mr Barnes warned me about at the start, we're still proud to be Dreamcast owners in our office, and whilst the software keeps coming as good as it is, we'll take every opportunity to champion the console. Is this the biggest test for the Dreamcast this Christmas? Undeniably. But make no mistake - the competition is getting tougher month after month, and for the Dreamcast to be thriving at a stage like this is a bigger achievement than Sega is likely to be given credit for. 2001 and beyond is the battleground now. For now, sit back with your cracking new Dreamcast games and have yourself one hell of a Christmas!



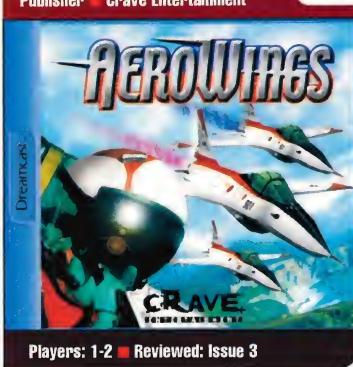
Bill's baby and it could possibly take over the world

The scores on the doors

The Scores on the Doors

One year on, and Sega has proudly announced that the Dreamcast has surpassed its estimates in Europe. Over a million consoles have so far been shifted with an upturn noted already by the drop in retail price, and over two and a half million games have been sold as well. Furthermore, 400,000 of you have registered with Dreamarena, making it one of the most popular Internet Service Providers in Europe. And things, without any hint of exaggeration, are set to get even better.

dcm directory

AERO WINGS 6
 Publisher: Crave Entertainment

 Players: 1-2 ■ Reviewed: Issue 3

Being the first flight sim to grace the Dreamcast format, you'd expect its creator to go all out and try and set a standard high enough to make competitors quake in their boots. Alas, Crave opted for the 'bang it out for Chrimbo' approach, leaving quality as a mere afterthought. Basic graphics and bog standard gameplay awaits.

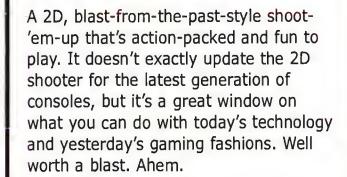
AERO WINGS 2 8
 Publisher: Crave Entertainment

 Players: 1-2 ■ Reviewed: Issue 15

This is certainly the best console flight sim we've seen, and it's perfect for all you budding Tom Cruises. Make sure you've got plenty of time to get to grips with it, however - there's much more than just top-quality dogfighting on offer. The Top Gun of combat flight sims...

ARMADA 7
 Publisher: Acclaim
 Players: 1-4 ■ Reviewed: Issue 5

 Kill enemy ships to collect money to buy weapons, and become the best fighter pilot since Hans Solo graced our screens. Your eyes might need looking at after a while though - the graphics could leave you seeing stars. This will be one of those misunderstood games that no one thinks about buying and all we can say is - pity.

BANGAI-O 8
 Publisher: Virgin Interactive
 Players: 1 ■ Reviewed: Issue 15

 A 2D, blast-from-the-past-style shoot-'em-up that's action-packed and fun to play. It doesn't exactly update the 2D shooter for the latest generation of consoles, but it's a great window on what you can do with today's technology and yesterday's gaming fashions. Well worth a blast. Ahem.

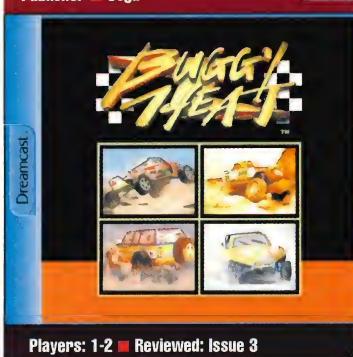
BLUE STINGER 8
 Publisher: Crave Entertainment

 In Sega's efforts to ensure all genres were covered on launch day, Blue Stinger was on call to cover the action/adventure end of the operation. It's no Resident Evil, but what it offers is a strong, character driven game with all the elements to make it a reasonable back catalogue title. Just forgive the slightly dodgy controls first...



BEST OF THE BEST
Shoot-'em-up 8
HOUSE OF THE DEAD 2

 Four things. Big screen, HOTD2 and two light guns. Guaranteed happiness whatever the weather. Pinpoint accuracy is the order of the day as well as that good old family game 'Who can shoot the face off the axe wielding zombie the quickest?'. Those winter evenings really will fly by, though the crappy voice acting will get on your tits from the off.

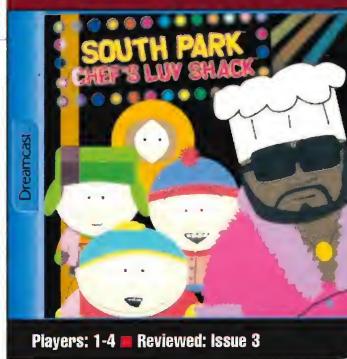
BUGGY HEAT 5
 Publisher: Sega

 Players: 1-2 ■ Reviewed: Issue 3

Surely Sega wouldn't rely on the new technology behind Dreamcast to sell a hunk of junk masquerading as a game? Graphically uninspired and fundamentally flawed in both control and challenge. Sega look back on this and hang their heads in shame. 'Why did we put our name to this pile of poo?' they'll say.

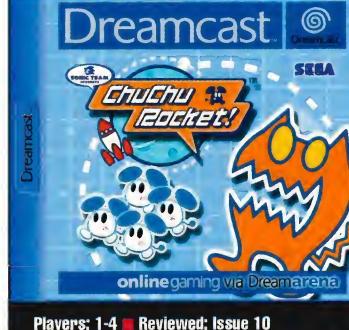
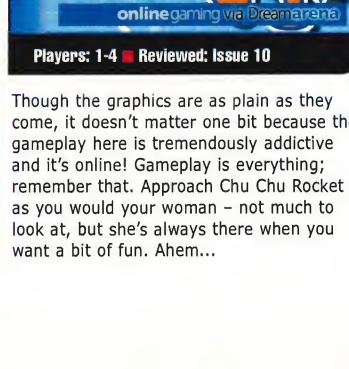
BUST-A-MOVE 4 7
 Publisher: Acclaim

 Players: 1-2 ■ Reviewed: Issue 12

Playing Bust-a-Move 4 is kind of like picking up women - either you've got it, or you ain't. As the title suggests, the series has been with us for quite some time now and enjoys a status comparable to Tetris in its addictiveness. If you like your puzzle games, you're going to love this. 'Nuff said.

CHEF'S LUV SHACK 6
 Publisher: Acclaim

 Players: 1-4 ■ Reviewed: Issue 3


All the voices of the crazy South Park crew are there, perfect cartoon animation and the comedy that made the series such a success. But... It's just a bloody quiz game with a few mildly amusing sub-games stuck on the side. In its defence, it's a great way to end an evening down the pub and it's cheaper too...

CHU CHU ROCKET 8
 Publisher: Sega

 Players: 1-4 ■ Reviewed: Issue 10


Though the graphics are as plain as they come, it doesn't matter one bit because the gameplay here is tremendously addictive and it's online! Gameplay is everything; remember that. Approach Chu Chu Rocket as you would your woman - not much to look at, but she's always there when you want a bit of fun. Ahem...

CRAZY TAXI

Publisher ■ Sega

9

Players: 1 ■ Reviewed: Issue 6

Crazy Taxi doesn't just mirror the arcade version perfectly in gameplay and graphics, it has added game modes for extended longevity. Steer your cab round heavy traffic with haste and precision and your tips will come flying in. Deal with angry punters and deliver the vicar to the church on time. Pure, unadulterated quality gaming, without question.

**DEEP FIGHTER**

Publisher ■ Ubi Soft

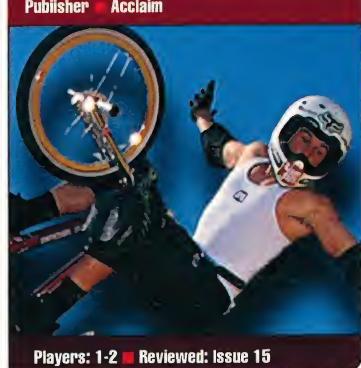
8

Players: 1 ■ Reviewed: Issue 12

It might be a little low on instant thrills and spills, but it poses an excellent long-term challenge. The story is complex, the FMV sequences are well scripted and its excellent simulation-style of gameplay makes it like an underwater Wing Commander style sci-fi opera. Entire weekends should be lost immersed in the challenge it poses.

**DAVE MIRRA'S FREESTYLE BMX**

Publisher ■ Acclaim

7

Players: 1-2 ■ Reviewed: Issue 15

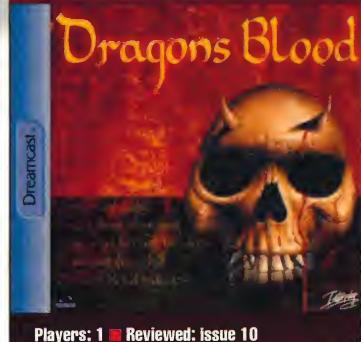
This is quite a pleasant surprise as a decent game amongst some truly mediocre recent extreme sports releases. Fans of Tony Hawks will enjoy the game, though it doesn't offer quite the same challenge and longevity. There's a satisfying mix of stunts, tricks and wicked tunes to keep you playing, but it needs a bit more juice.



Players: 1 ■ Reviewed: Issue 10

DRAGON'S BLOOD

Publisher ■ Virgin/Interplay

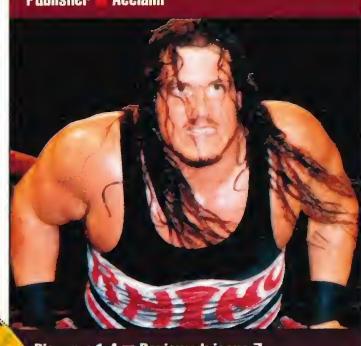
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Players: 1 ■ Reviewed: Issue 10

Those who persevere will discover a tidy, atmospheric game which sports some beautiful touches hiding behind a veil of unfriendliness. The mist which enshrouds the combat system never quite lifts, even when familiarity develops. This, coupled with play mechanics which fall short of current benchmarks, serve to bar Dragon's Blood from the hall of true classics.

ECW HARDCORE REVOLUTION

Publisher ■ Acclaim

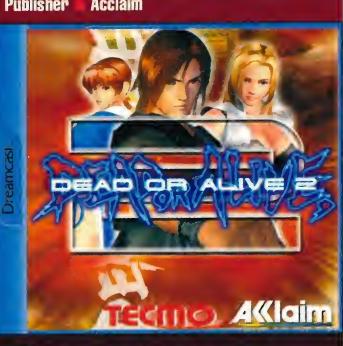
7

Players: 1-4 ■ Reviewed: Issue 7

Although it's streets ahead of the rushed-out PlayStation port WWF Attitude, it's still obvious the game engine was written for a less powerful machine. There are plenty of moves and weapons that cause serious physical pain, like cheese graters, shovels and ladders. It won't be long however, before another Dreamcast grappler blows it out of the ring.

DEAD OR ALIVE 2

Publisher ■ Acclaim

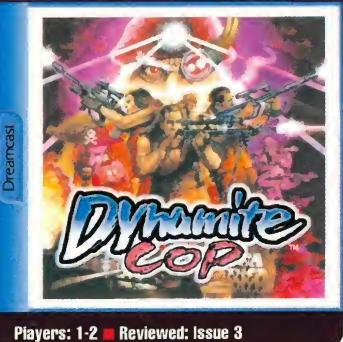
8

Players: 1-2 ■ Reviewed: Issue 13

It's great to see DoA 2 continuing to drag the genre into the 21st century. Featuring the most advanced graphics seen yet, Tecmo have delivered a near-ultimate display of sex and violence - no complaints there, then. Though sadly lacking the longevity to challenge the mighty Soul Calibur, it's a game that cries 'buy me', and indeed you should.

DYNAMITE COP

Publisher ■ Sega

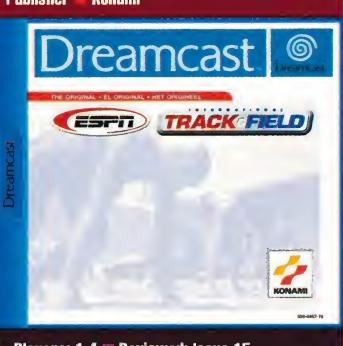
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Players: 1-2 ■ Reviewed: Issue 3

Another terrible embarrassment for Sega. Though there's an abundance of different moves and combos on offer, there just isn't enough to keep any player entertained for more than a couple of hours. Multiplayer mode might warrant another bash, but half an hour later you're going to be done. Don't cause your wallet any unnecessary pain.

INTERNATIONAL TRACK & FIELD

Publisher ■ Konami

8

Players: 1-4 ■ Reviewed: Issue 15

Konami is well known for its excellent sporting efforts. Track & Field is no exception, with its silky-smooth animation and cleverly-designed control methods. Sure, there's a shed-load of finger numbing button bashing to be done, but there are plenty of clever little touches and extras to keep interest high. Excellent aesthetics and playability...

DEADLY SKIES

Publisher ■ Konami

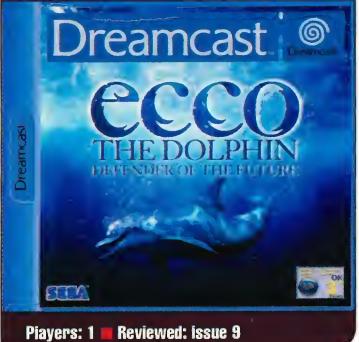
6

Players: 1 ■ Reviewed: Issue 6

Graphically dull, the action takes place at a snail's pace and there are features in the import version that have been stupidly taken out over here. Aviation enthusiasts will be pleased with the wide range of jet fighters on offer, but there's nowt else to keep you occupied for long. Check out Aero Wings 2 instead...

ECCO THE DOLPHIN

Publisher ■ Sega

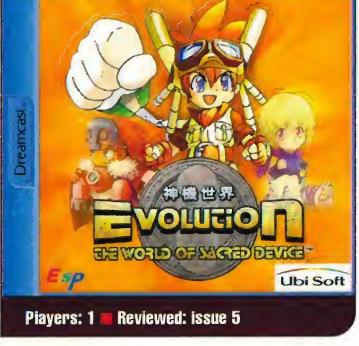
9

Players: 1 ■ Reviewed: Issue 9

Just when you thought that all the Dreamcast titles were arcade, PC or PSX conversions, in comes a truly unique title. Defend the future from an evil force that's trying to turn the tranquil ocean to chaos. Boasting some stunning graphics and captivating gameplay, Ecco will have you glued to your screen for ages.

EVOLUTION

Publisher ■ Ubi Soft

4

Players: 1 ■ Reviewed: Issue 5

It's frustrating to see old-style role playing games when the Dreamcast gives developers the opportunity to deliver games like Shenmue (and even then they can't get it right). So, it received the not-so-good score of four out of ten, a pity as some gamers like the traditional RPG formula, but the best is surely yet to come...

F1 WORLD GP

Publisher ■ Video Systems



Players: 1-2 ■ Reviewed: Issue 3

6**F1 WORLD GP 2**

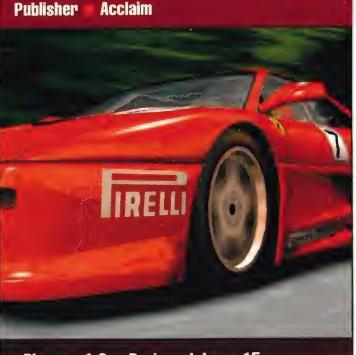
Publisher ■ Konami



Players: 1-2 ■ Reviewed: Issue 15

7**FERRARI F355 CHALLENGE**

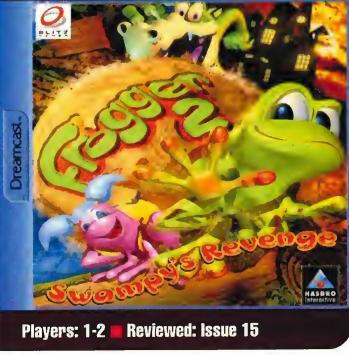
Publisher ■ Acclaim



Players: 1-2 ■ Reviewed: Issue 15

10**FROGGER 2**

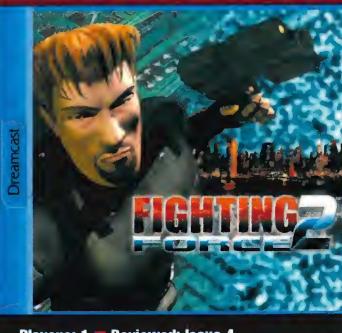
Publisher ■ Blitz



Players: 1-2 ■ Reviewed: Issue 15

7**FIGHTING FORCE 2**

Publisher ■ Eidos



Players: 1 ■ Reviewed: Issue 4

7**4 WHEEL THUNDER**

Publisher ■ Midway



Players: 1-4 ■ Reviewed: Issue 9

7**FUR FIGHTERS**

Publisher ■ Acclaim



Players: 1-4 ■ Reviewed: Issue 10

8**GAUNTLET LEGENDS**

Publisher ■ Midway



Players: 1-4 ■ Reviewed: Issue 12

4**GTA 2**

Publisher ■ Take 2 Interactive



Players: 1 ■ Reviewed: Issue 9

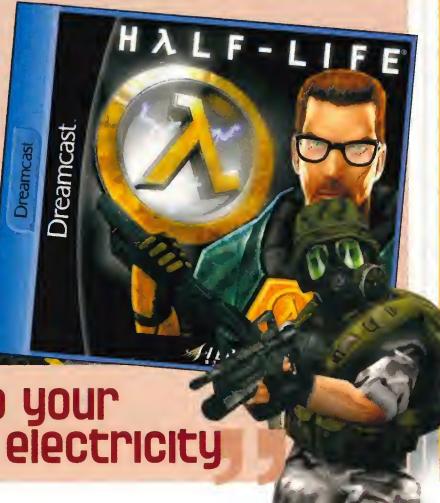
8**HALF-LIFE**

Publisher ■ Havas

Players: Online ■ Reviewed: Issue 14

9

Half-Life is not only the greatest first-person shooter on the PC&DC, but arguably the single greatest game on any format in the world. It boasts keyboard and mouse control, extra missions and updated graphics, though online functions won't be included until early 2001. It all adds up make it as essential to your Dreamcast as electricity.



as essential to your dreamcast as electricity

BEST OF THE BEST**Beat-'em-up****SOUL CALIBUR****9**

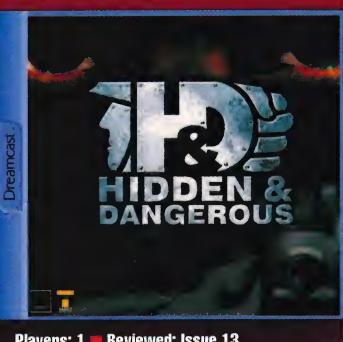
Simply the best! Soul Calibur offers cutting edge graphics, a genius combat system, incredible longevity and a smidgen of knicker flashing just for good measure (ahh, Sophitia... - Ed). Possibly the only fighting game out there with a longer single player mode than many adventure games - buy it!



Run over pedestrians, drive on the wrong side of the road, steal a truck load of cars. The humour's straight out of the gutter and the superb soundtrack adds extra appeal. Simply put, this game offers the kind of addictive gameplay that stops you from ever wanting to put down your controller, and that's what gaming's all about, right?

HIDDEN & DANGEROUS

Publisher ■ Take 2 Interactive

8

Players: 1 ■ Reviewed: Issue 13

You're probably under the impression that diamonds are the hardest thing on the planet. This has all changed with the release of H&D - by far and away the toughest thing known to man. With five first-class missions of WWII strategy, team management and first- and third-person action, it might be cumbersome, but it's an instant classic.

JO JO'S BIZARRE ADVENTURE

Publisher ■ Capcom

7

Players: 1-2 ■ Reviewed: Issue 7

Based on the classic Street Fighter series in terms of both look and gameplay, it quickly veers off into new territory and becomes a genre-blurring adventure. One minute you'll find yourself in a simple one-on-one bout against a human opponent and the next minute you'll be playing poker in a swanky casino. No, really.

LOONEY TUNES SPACE RACE

Publisher ■ Infogrames

6

Players: 1-4 ■ Reviewed: Issue 15

You start by laughing your proverbial socks off at the Looney Tunes humour, and admiring the excellent cartoon-style graphics, but soon you tire of that and realise this is pretty uninspiring fare. All your favourite Loony Tunes are here, along with the vocal talent behind the characters; shame the game's such a bore...

HYDRO THUNDER

Publisher ■ Midway

7

Players: 1-2 ■ Reviewed: Issue 3

With the DC over-run with various types of driving games, Midway had to come up with something different. Super cool graphics and sound FX sets HT off on the right foot, but with only one game mode and frustrating track sections it can be a mixed bag. Moments of near genius and gameplay lunacy - weird.

INCOMING

Publisher ■ Infogrames

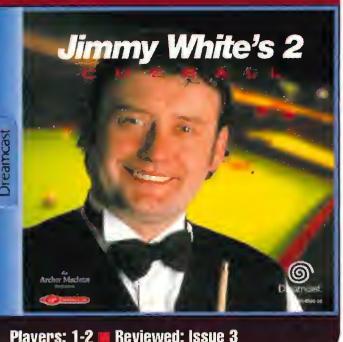
7

Players: 1-2 ■ Reviewed: Issue 1

Incoming represents the upside of direct PC ports. It's good looking, very playable and probably more suited to a console anyway. With stripped-back gameplay that's light on its feet and heavy on visual action, Incoming's a cheery bimbo who's so pretty you can't help but love her. Shame about the split-screen slowdown though...

JIMMY WHITE'S 2: CUEBALL

Publisher ■ Virgin Interactive

8

Players: 1-2 ■ Reviewed: Issue 3

Though Jimmy White's doesn't test the Dreamcast's power, the ball physics are spot on, and the graphics genre-leading. The game suffers a little without the aid of a mouse, but play still runs smoothly enough using all the buttons on the pad instead. Pretty darn entertaining - not unlike Jimmy himself.

LEGACY OF KAIN: SOUL REAVER

Publisher ■ Eidos

9

Players: 1 ■ Reviewed: Issue 6

Thanks to a good DC conversion, the graphics, chilling storyline and sound effects add to the gameplay to bring this title to life. Expect loads of puzzles and a constant plot movement that really sucks you in. Stop the praise now, it's sickening. If you've never encountered Soul Reaver, now is a good time to introduce yourself...

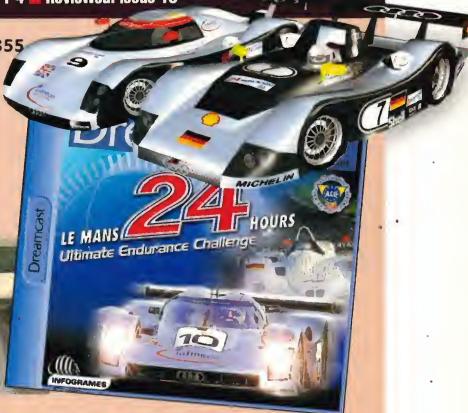
LE MANS 24 HOURS

Publisher ■ Infogrames

8

Players: 1-4 ■ Reviewed: Issue 15

While not a simulation in the Ferrari F355 Challenge mould, Le Mans is a great choice for those looking for a serious racer without too much technical baggage. Top-end graphics, cool control and a huge challenge await those who think they're hard enough to handle it. Perfect for all racing fanatics...



Le Mans is a good choice for those looking for a serious racer

MAKEN X

Publisher ■ Sega

7

Players: 1 ■ Reviewed: Issue 12

It's a bizarre videogame hybrid of the first person shooter and action/adventure genres. This one's going to appeal to Manga fans, though it can be repetitive at times. Japanese school girls and S&M villains will keep interest high to a point, but there's nothing to keep a player coming back for more once you've completed the game.

MARVEL VS CAPCOM

Publisher ■ Virgin Interactive

7

Players: 1-2 ■ Reviewed: Issue 3

On a console well known for its leading 3D fighters, 2D battles on. The 15 cartoon super heroes will take a splendidly long time to master and there's no shortage of big spangly moves. An all-new four-player tag-team option is also a great bonus making this a bit of a marvel (and a Capcom too)...

MARVEL VS CAPCOM 2

Publisher ■ Virgin Interactive

8

Players: 1-2 ■ Reviewed: Issue 10

There's plenty more characters thrown into the ring, and the controls have been altered to make them a lot more intuitive on the Dreamcast's pad. Capcom have really excelled themselves here - even if you're not really a fan of the genre, it's worth checking out from your local games rental emporium...



MDK 2

Publisher • Interplay

Players: 1 ■ Reviewed: Issue 7

The first MDK title was good, but this one's better. Not only do you get to control the old hero Kurt, but also Max and the mad inventor Dr Hawkins. All the weapons from the original are still there, with some new ones for good measure. One of the DC's best blasters, and a barrel of laughs too...



9

MIDWAY'S GREATEST HITS: 1

Publisher • Midway

6



Players: 1-2 ■ Reviewed: Issue 12

These games could well be older than you. It's also possible that, unless you can actually remember them from the first time around, you're not going to be interested by them now. Perfect for a walk down memory lane, but none of the titles are enough to keep most of you whipper-snappers amused for more than five minutes.

M/SOLDIER EXPENDABLE

Publisher • Infogrames

7



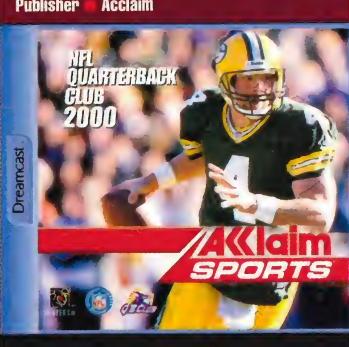
Players: 1 ■ Reviewed: Issue 1

Expendables aim was to recreate the best elements of classic shooters like Ikari Warriors and Commando, and it just about does the job. Deep it ain't, and it could have been prettier, but there's plenty of heavy blasting action to disperse life's little stresses. Get a mate to fight alongside you and you've got yourself a winner...

NFL QUARTERBACK

Publisher • Acclaim

7



Players: 1-4 ■ Reviewed: Issue 4

Where Blitz 2000 is a big dumb (but good) blocker, Quarterback is a more sophisticated, well, Quarterback. Exhibition, Playoff, Season, Historic Sim, Custom Sim and Practice modes allow you to recreate all the game's complexities to an impressive degree. So if you're looking for a hard-core sim, this one's for you.

NHL 2K

Publisher • Sega

7

Players: 1-4 ■ Reviewed: Issue 5

NHL2K is an impressive hockey game which should find favour with enthusiasts as well as more arcade-minded players. It's easy to pick up, but tough to master. It's good in single-player Tournament Mode and has plenty of multiplayer fun to boot! Groovey...

PEN PEN

Publisher • Infogrames

6

Players: 1-4 ■ Reviewed: Issue 3

If mutated penguin racing is your game, this'll be right up your street. Just for the record there are seven Pen Pens, twelve tracks and a multiplayer mode for those willing to come out of the closet. Maybe we just don't get it. There might be a hidden message, like that song: Lucy in the Sky, with Diamonds...



MORTAL KOMBAT GOLD

Publisher • Midway

4

Players: 1-2 ■ Reviewed: Issue 4

As far as fighters go Soul Calibur still fills the top spot. As for the lowest position, there's a war on. How do you decide which is the worst of two games with no redeeming features? Well, somehow MKG manages to succumb to Psychic Force 2012, but all this means is that it's less exceptional at being crap.

NBA SHOWTIME

Publisher • Midway

4

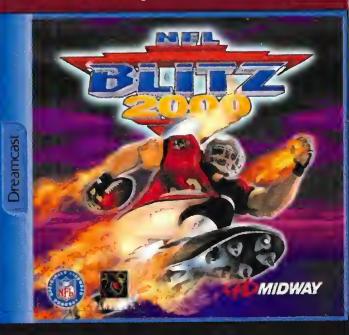
Players: 1-4 ■ Reviewed: Issue 4

There's plenty of simple button bashing fun and multiplayer modes, but unfortunately the game hasn't been ported to suit console players. There's a distinct lack of options and the graphics are substandard. With four players the game really comes to life, otherwise there's just no pulse. You're much better off with NBA 2K anyway.

NFL BLITZ 2000

Publisher • Midway

8



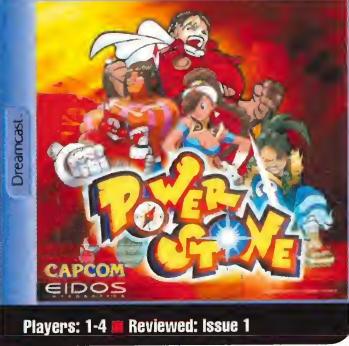
Players: 1-4 ■ Reviewed: Issue 4

A splendid arcade style title that does away with complicated plays and lets you straight into the action. The control system mirrors this simplicity, using only three buttons for a wide variety of actions. Graphically uninspiring, but smoothly flowing gameplay compensates. As any toothless player will tell you, it's beauty on the inside that counts...

POWER STONE

Publisher • Eidos

8



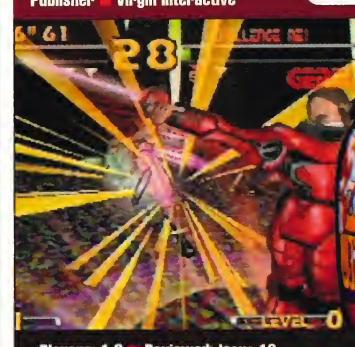
Players: 1-4 ■ Reviewed: Issue 1

If you don't already know, it's a one on one fighter with a difference. A series of three gems appear periodically around the screen. Grabbing them (or beating them out of your opponent) enables you to unleash super attacks. Backgrounds are also highly interactive and there's a large arsenal of weapons to be found...

PLASMA SWORD

Publisher • Virgin Interactive

5



Players: 1-2 ■ Reviewed: Issue 12

Ultimately, another lazy attempt at a 3D fighting game with slightly different characters and slightly different moves. There's nothing particularly wrong with the combat system, but it's been done so many times before, there's nothing new to speak of. No flare, no spark, no punch. Unoriginal games suck - no fun to be had...

POWER STONE 2

9

Publisher ■ Eidos Interactive



put simply, this KICKS arse!

RACING SIMULATION: MONACO GP

7



Players: 1-2 ■ Reviewed: 1

The lack of a license means true F1 fans might feel a little lost, but there are plenty of redeeming features. Simulation Mode is impressively realistic and Arcade Mode instantly playable. A pretty good start as the Dreamcast's premiere sim, but F1 World GP 2 is top, until GP3 that is...

RAILROAD TYCOON II

8



Players: 1 ■ Reviewed: 14

An interesting and cerebral strategy sim that might be a little too unwieldy to be a classic, but it's by no means po-faced. Making money from building and running a railroad has been made a real pleasure. You might want to turn the music off, though; it smells like one of Saul's dihydrogen fartoxide trumps. Lethal.

RAYMAN 2

9



Players: 1 ■ Reviewed: 6

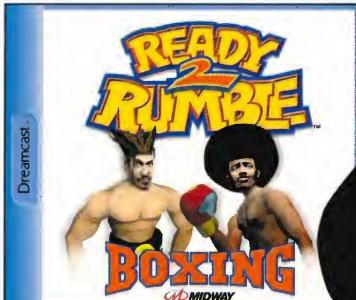
This may be some people's idea of a cutesy platformer but we say otherwise. What Sonic Adventure was lacking (which wasn't a lot), Rayman 2 more than makes up for. Stunning graphics blend easily with constantly evolving gameplay. The puzzles, tasks, bosses and sheer variety will keep you amused through the course of the game.

BEST OF THE BEST:

Driving CRAZY TAXI

9

Barring Soul Calibur, Crazy Taxi is very possibly the best arcade to DC conversion we've seen. It comes replete with extra modes, scenarios and even an entirely new city to raz around. If you like your driving action as crazy as they come then this is for you, if not give Colin McRae or V-Rally 2 a go.



READY 2 RUMBLE BOXING

9

Players: 1-2 ■ Reviewed: 3

Each cartoon animated boxer is superbly presented and full of character, making competitive bouts that little bit more personal. In Championship Mode you get a gym and three characters to train. But look, this game's just way too big to be summed up here, so we suggest you check it (and its sequel) out...



PSYCHIC FORCE 2012

4

Publisher ■ Acclaim



Players: 1-2 ■ Reviewed: 4

Awkward, ugly and quite frankly, crap. A bench-mark in failure. As much fun as stepping in doggy doos, slipping up, and then falling in it. Are we getting through? Its main achievement was being voted the worst game on the Dreamcast in '99 - we're ashamed that it's no longer the lowest...

RED DOG

6

Publisher ■ Sega

Players: 1-4 ■ Reviewed: Issue 9

Red Dog dumps you into a vague, future based fracas and leaves you to make your way through the game with the occasional mission objective and tank upgrade in your path. This is kind of like dating the prettiest girl in school. She looks great, but when it comes down to the nitty gritty, she just doesn't 'put out'.



RE-VOLT

8

Publisher ■ Acclaim

Players: 1-4 ■ Reviewed: Issue 4

The PlayStation version was at best unremarkable but '96 'extra bits' have made all the difference here. There are 20 cars altogether and a wealth of weapons including fireworks, turbos and electrical charges which drain your opponents' batteries. There are slight glitches with the handling, but a big bag of original touches puts Re-Volt on a good footing.



RESIDENT EVIL 2

Publisher ■ Virgin Interactive



Players: 1 ■ Reviewed: 5

The Umbrella Corporation is still up to its old tricks and you need to sort 'em out. Need we say more? Get yourselves a copy if you've never before experienced what is 'Res Evil', though we recommend Code: Veronica for a proper DC fright fest - PlayStation conversions just don't turn us on that much.

**SEGA BASS FISHING**

Publisher ■ Sega



Players: 1 ■ Reviewed: 3

This is undoubtedly the most comprehensive, realistic and enjoyable fishing game ever. Arcade Mode involves catching as many bass as you can in one of three areas: Lodge, Cape and Inlet. Original Mode allows you to take part in the SBFA Amateur Tournament, including five stages set during morning, noon and evening. SBF really is 'this big'!

7

RESIDENT EVIL CODE: VERONICA

Publisher ■ Eidos

If you love jumping out of your seat with fright, coupled with immersive and action-packed gameplay, you can't go far wrong with Code: Veronica. We were glad the adventure carried onto a second disc, as we never wanted it to end. This is easily the best Resident Evil; anyone for another?



this is easily the
best resident evil

SEGA EXTREME SPORTS

Publisher ■ Sega



Players: 1-2 ■ Reviewed: 15

From the hair-raising drops of the Himalayas to the volcanic island of Maul, SES is an undeniably pretty game. All the most extreme sports are catered for, including Bungee Jumping, Quad Biking, Snow Boarding, Hang-Gliding and Mountain Biking, and the racing is quite unique - it's let down by simple controls and average playability. Bummer.



9

SAN FRANCISCO RUSH 2049

Publisher ■ Virgin Interactive



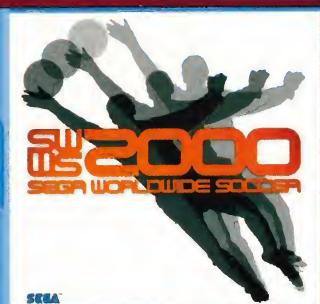
Players: 1-4 ■ Reviewed: 14

Tired of those oh-so-serious racing games where engine-tinkering takes precedence over powersliding? SF 2049 might just be what you're looking for. Each course is packed with short-cuts which you must explore to help open later courses and cars. Faults include poor collision detection and artificial intelligence, though some good four-player modes make up for it.

7

SEGA WORLDWIDE SOCCER 2000

Publisher ■ Sega



Players: 1-4 ■ Reviewed: 4

It's a cool marriage of the SWWS series' arcade style and Silicon Dreams' more sophisticated approach. While a quick start option allows you straight into the action, all the options are there. With intuitive controls and genre-leading graphics, SWWS is a staple footy fodder. Check out SWWS 2000 Euro and UEFA Dream Soccer for more...

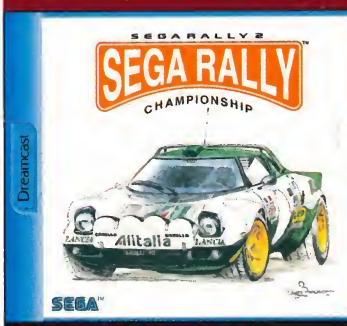
8

6

SEGA RALLY 2

Publisher ■ Sega

Players: 1-2 ■ Reviewed: Issue 1



Players: 1-2 ■ Reviewed: Issue 1

Sega's flagship racer is everything you'd expect, with heaps of cars and tracks and gloriously sharp graphics. There are loads of nice touches, including ostriches running across the tracks and onlookers playing chicken with your car. Slowdown, although rare, is evident and there could have been more of a challenge, but this will always remain a classic.

8



SEGA WORLDWIDE SOCCER 2000 EURO

Publisher ■ Sega



Players: 1-4 ■ Reviewed: 9

It's not going to convert those who had major problems with the previous version, but it does reward those who enjoyed SWWS 2000 and are looking for something a little more. It's good, and it's better than Sega's last attempt, but for another forty quid we'd have expected something a little more than this. Where's ISS?

SONIC ADVENTURE

Publisher ■ Sega

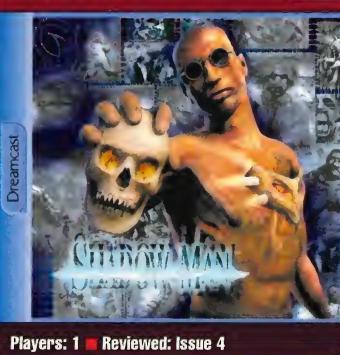


Players: 1 ■ Reviewed: 1

7

SHADOW MAN

Publisher ■ Acclaim



Players: 1 ■ Reviewed: Issue 4

9

Play the lead in this macabre adventure where you've been given the chance to atone for your sins by saving mankind from impending doom. Armed with various weapons and devices you can blast your enemies and look them up in FBI files. With quicker response times and less slugging around than on opposing formats, SM is one hot cookie.

Sonic's flagship 'hog returns in his first 3D adventure, with splendid success. Aside from Sonic there are five characters to control, each with their own tailored abilities. Despite unfortunate technical glitches, including an irritating camera, Sonic has firmly recaptured his post at the forefront of platform and adventure gaming - bless 'im.



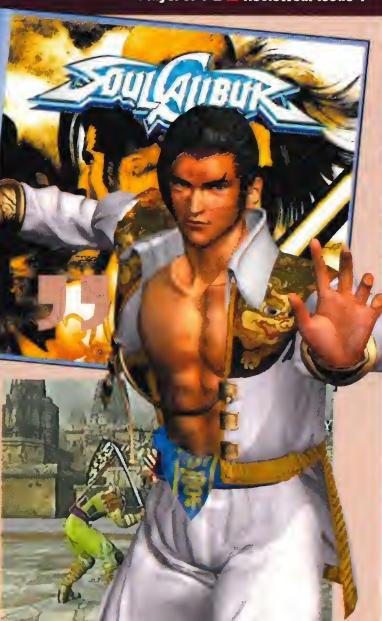
SOUL CALIBUR

Publisher ■ Sega

Players: 1-2 ■ Reviewed: Issue 1

Probably the best beat-'em-up in the World. No, just kidding, this IS the best beat-'em-up in the World, and by quite some distance. Soul Calibur is simply the most playable, challenging and graphically awesome game ever! If you haven't already got it, well, why we bother.

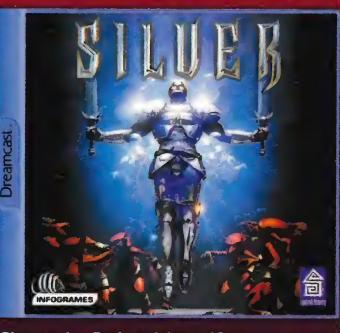
the best beat-'em up in the world



7

SILVER

Publisher ■ Infogrames



Players: 1 ■ Reviewed: Issue 10

7

SILVER

Publisher ■ Infogrames



Players: 1 ■ Reviewed: Issue 10

Silver is a competent RPG, but no masterpiece. The game construction is good, the scenery beautifully rendered and the voice-overs well acted. It's great to see developers using the Dreamcast's unique power to offer gamers something other than a tweaked PlayStation offering, but it's full of flaws and an overall lack of outstanding characterisation means it falls short of greatness.

SLAVE ZERO

Publisher ■ Infogrames

7

Players: 1-4 ■ Reviewed: Issue 5

Take control of a 60-foot biomechanical war machine in order to put an end to an evil dictator's cunning mission to take over the city of S-9. Loads of destructive weaponry, 13 levels of action packed slaughter and great graphics to salivate over. Four players can have a bash at Deathmatch, but only if you're hard enough...



SNOW SURFERS

Publisher ■ Sega

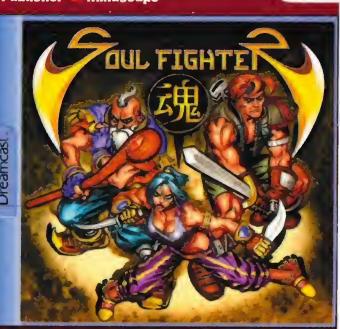
6

Players: 1-2 ■ Reviewed: Issue 2

Following the success of the PlayStation trilogy, the Dreamcast should have taken Cool Boarders to another level. Unfortunately something has gone very wrong, and the UK version was renamed Snow Surfers as a result. There are seven courses altogether - pretty meagre compared to Cool Boarders 3's 36. Amusing for a while, but too flawed to be fun for long.

SOUL FIGHTER

Publisher ■ Mindscape



Players: 1 ■ Reviewed: Issue 3

SOUTH PARK RALLY

Publisher ■ Acclaim



Players: 1-4 ■ Reviewed: Issue 12

The disappointment of Dynamite Cop left the Dreamcast in need of a decent scrolling fighter. Enter SF. Choose either a warrior, a magician or a girlie, ignore the sketchy plot and kick some arse. The lack of a two-player mode is a real downer, but there's plenty of challenge, which goes some way to make up for it.

BEST OF THE BEST

Sport

VIRTUA TENNIS

You won't find a more enjoyable game even if you can't stand strawberries and cream. It offers real players, amazing sub games and a challenge unmatched in the videogame tennis world. It's easy to play, but near impossible to master, so be ready to break a few pads in your quest to become number one in the world. Only the best for the captains table!



SPACE CHANNEL 5 8

Publisher ■ Sega



Players: 1 ■ Reviewed: Issue 13

Ulala's sexy moves and revealing attire put the likes of Lara to shame, while the soundtrack is the best of recent times. You might not be particularly keen on the dance/music genre, but SC5 could convert the Pope. It's quite short, but devilishly sweet and features the best end sequences we've seen for some time.



**the soundtrack
is the best of
recent times**

**BEST OF
THE BEST:**
**Puzzle
CHU CHU ROCKET**

Just the fact that this is the world's first online console title is enough to 'rocket' Chu Chu to the top of the pile, but luckily it's a damn fine puzzle game too. It might have pants graphics and an uninspiring name (or was that the other way round - Ed?), but once you pop your Chu Chu cherry, you just can't stop. Goodbye early nights, hello huge phone bills!



6

**STAR WARS
EPISODE 1:
RACER**

Publisher ■ Activision



Players: 1-2 ■ Reviewed: 13

Although it's quicker than shit off a shovel, the courses are sparse and the graphics lack detail. With 21 courses around eight Star Wars worlds, it's not like the game's a couch potato, but it's the mountain of minor annoyances that makes this a slouchy racer. Check out Star Wars Racer Arcade at your local Sega Park...

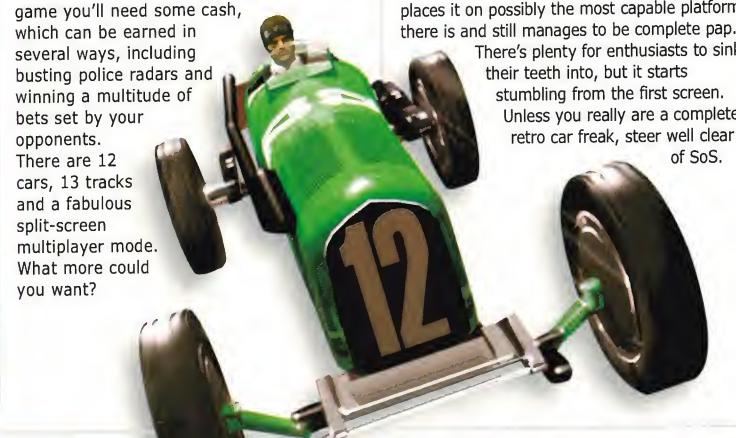
SPEED DEVILS 9

Publisher ■ Ubi Soft



Players: 1-2 ■ Reviewed: Issue 2

Speed Devils is an American muscle-car racer with a twist. To progress through the game you'll need some cash, which can be earned in several ways, including busting police radars and winning a multitude of bets set by your opponents. There are 12 cars, 13 tracks and a fabulous split-screen multiplayer mode. What more could you want?



SPIRIT OF SPEED 1937 3

Publisher ■ Acclaim

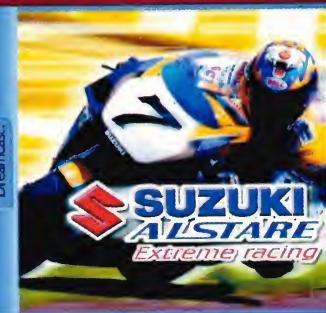


Players: 1 ■ Reviewed: Issue 13

Spirit of Speed takes a great idea for a game, places it on possibly the most capable platform there is and still manages to be complete pap. There's plenty for enthusiasts to sink their teeth into, but it starts stumbling from the first screen. Unless you really are a complete retro car freak, steer well clear of SoS.

SUZUKI ALSTARE 7

Publisher ■ Ubi Soft



Players: 1-2 ■ Reviewed: Issue 3

Developers Criterion had one main objective here: to make the fastest, smoothest racing game around. The game manages to blend top-drawer arcade action with a very realistic edge drawn from Suzuki's considerable input. The helmets and bikes are modelled from the real things, the tracks are entirely fanciful. Handling is oversimplified, but the speed is totally pure.



SUPER MAGNETIC NEO 7

Publisher ■ Crave

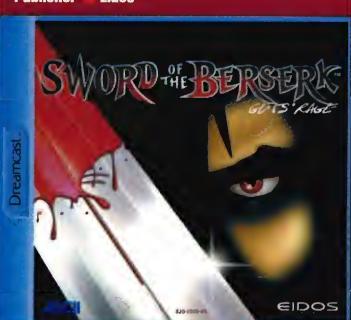


Players: 1 ■ Reviewed: 14

Though the game is true 3D, the environments don't allow the same free-roaming experience offered by, say, Sonic Adventure. This doesn't make it restrictive, simply more single-minded in its design we'd say. Though cute and appealing to the younger gamer, it is a tricky little bugger to beat leading us to conclude that it's just too short...

SWORD OF THE BERSERK

Publisher Eidos

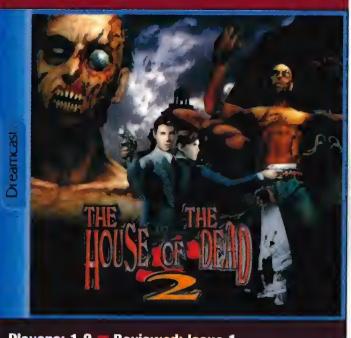


Players: 1 ■ Reviewed: Issue 9

Enter some gory 3D sword-swinging action. Sword of the Berserk should've been a cool game, but it's so lazily designed you'll probably give up out of sheer boredom long before you complete it. It's too flat, too samey and too bloody boring. You can't fault it technically, but its level design doesn't match its programming standards.

THE HOUSE OF THE DEAD 2

Publisher Sega



Players: 1-2 ■ Reviewed: Issue 1

Sega's classic arcade shooter has been brilliantly converted to the Dreamcast. There are no discernible graphical differences and all the gory violence remains. You must take out the monsters and look after the innocent people to find the quickest route to the evil inventor, Goldman. Still the sharpest shooter around.

**SYDNEY 2000**

Publisher Eidos Interactive



Players: 1-4 ■ Reviewed: Issue 13

Well, with a credit due to the developers (Attention to Detail), it appears that, for once, the official licence has offered more than a logo on the opening screen. They've done a grand job of bringing 12 of the hottest Olympic events to the comfort of your own home, with style, grace and excellent playability.

**TECH ROMANCER**

Publisher Virgin

Players: 1-2 ■ Reviewed: Issue 9

It looks like a traditional fighting game, with the same graphics and finishing moves – shame you're the one being finished. It certainly looks the business and will be instantly familiar to fans of the genre, but therein lies the problem: there is nothing here that you haven't seen before, or seen better.

TEE OFF

Publisher Acclaim

8

Players: 1-4 ■ Reviewed: Issue 5

Whether you've just got back from the pub or you want a quick round, Tee Off is satisfyingly tasty enough for your gaming palette. It has loads of game modes and plenty of nice-looking characters to get to grips with. Four player is almost too competitive, so be careful not to lose your closest friends over it...

TOKYO HIGHWAY CHALLENGE 2

Publisher Crave



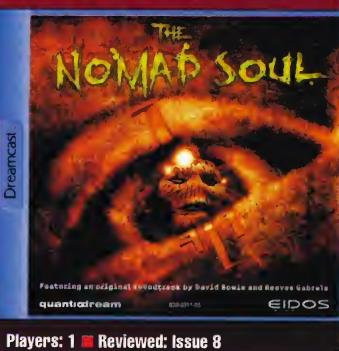
Players: 1 ■ Reviewed: 14

5

THC 2 is still obsessed with street racing around Tokyo (funnily enough), and there's still little variety in scenery. By its very nature, THC2 was always going to err on the side of tedium. The night-driving angle also means there's never going to be much traffic to deal with, so what's the bloody point?

THE NOMAD SOUL

Publisher Eidos Interactive



Players: 1 ■ Reviewed: Issue 8

A cool soundtrack which is written and sung by David Bowie kicks things off. Nomad Soul offers a well-defined adventure and a deep insight into a dark and futuristic world, a functioning virtual community and lots of groovy technology. The puzzles work logically and the graphics are beautifully cinematic – a must for fans of the genre.

TIME STALKERS

Publisher Sega

Players: 1 ■ Reviewed: Issue 11

As they come. The battle scenes bore, the randomly-generated dungeons are devoid of life and the text is verbose to the point of being turgid. Publishers take note – random dungeon geomorphs don't make the game play differently every time, they make it play the same all the time. So there.

TOKYO HIGHWAY CHALLENGE

Publisher Crave Entertainment

Players: 1-2 ■ Reviewed: Issue 3

Pick one of 24 cars and race along Tokyo's streets at night. Sounds great, and for a while it is, but as you make your way through 134 different opponents, the action all becomes samey. Winning and losing is determined by a time-lag system: fall too far behind and you've lost and vice-versa. Graphically good, but lacks depth.

MDK 2

9

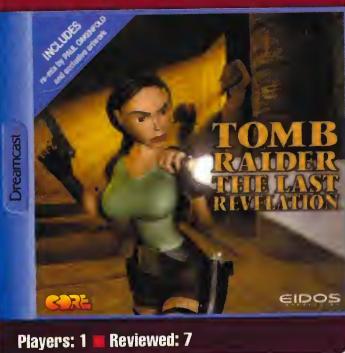
BEST OF THE BEST**Action****MDK 2**

With massive levels, heuge guns and hilarious characters MDK 2 is a sure-fire hit if you like your action thick and fast. With three controllably characters each with their own abilities and quirky personalities you're guaranteed a whale of a time while you kick fat alien ass. Shoot first, ask questions later.



TOMB RAIDER: THE LAST REVELATION

Publisher ■ Eidos Interactive



Players: 1 ■ Reviewed: 7

Tomb Raider is a classic series. With games this involving nights can turn to day before you realise you've missed an entire night's kip. Tomb Raider: TLR offers Dreamcast fans one of the high points of the series with good presentation and gameplay. Watch out for Tomb Raider Chronicles though, it could be the grand finale the series needs...

**UEFA STRIKER**

Publisher ■ Infogrames

7

Players: 1-4 ■ Reviewed: Issue 2

In pure gameplay terms it can't better ISS Pro, and you might find the controls slightly awkward at first, but it does have its moments. Shooting has been made easier and the game flows well. But let's not sell it short - it's a great looking game that offers a quite deep yet still highly enjoyable sporting experience.

URBAN CHAOS

Publisher ■ Eidos

5

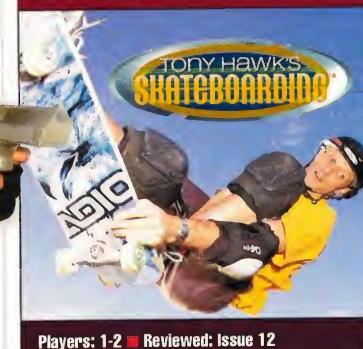
Players: 1 ■ Reviewed: Issue 14

Escapades from the Lara Croft stable, from Eidos, the home of the action/adventure genre. Ill-conceived controls and non-player characters with AI that's artificial but shows no sign of intelligence is just the beginning. When you can't put one foot in front of the other rather than into a bad guy's teeth, you know you're onto a loser...

TONY HAWK'S SKATEBOARDING

Publisher ■ Crave

9



Players: 1-2 ■ Reviewed: Issue 12

Tony Hawk's Skateboarding positively steamrolled the PlayStation market over a year ago. The Dreamcast version gave Tony a complete graphical overhaul, smoothing off those jagged PSX edges and taking the rendering into true next-generation territory. Thankfully, though, the fast-paced, unbelievably intricate and highly addictive gameplay remained firmly intact.

VIGILANTE 8: SECOND OFFENSE

Publisher ■ Activision

6



Players: 1-4 ■ Reviewed: Issue 5

The best feature by far is the multiplayer, where up to four of you can slog it out - it's stress relief if nothing else. However, it simply lacks soul. Graphics are good, there are lots of characters to choose from and a whole host of weapons for the taking, but it hasn't got what it takes to make the grade.

TOY COMMANDER

Publisher ■ Sega

8



Players: 1-4 ■ Reviewed: Issue 2

Lay your toys through increasingly tricky tasks to prove you're still the boss. And toys being toys, normal rules don't apply: you can survive massive falls and collisions and even drive up the walls. In gameplay terms there's a bit of everything, from frantic Mario Karting to Tomb Raider-esque exploration. A splendid compound of everything you love about games.

**BEST OF THE BEST
Adventure
RESIDENT EVIL CODE: VERONICA**

9

Buy it, but only if you think you're hard enough to complete it without the aid of a guide. It's one of those all-time classics that you can play again and again earning bonuses for completing it quickly the second and third time around. Two disks of pure, unadulterated joy - don't miss it.

TRICK STYLE

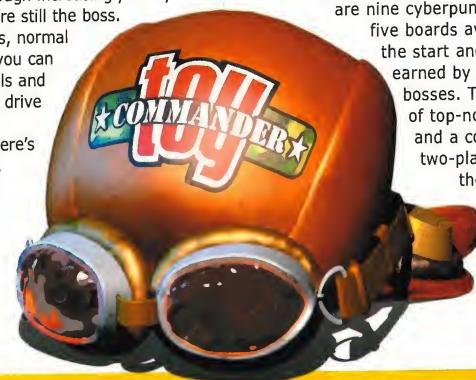
Publisher ■ Acclaim

9



Players: 1-2 ■ Reviewed: Issue 2

A stunning Dreamcast debut. Criterion have lifted boarding to a new level. There are nine cyberpunks to control, five boards available from the start and more can be earned by beating the bosses. There are loads of top-notch courses and a comprehensive two-player mode is the icing on the cake.

**VIRTUA ATHLETE 2K**

Publisher ■ Sega

3



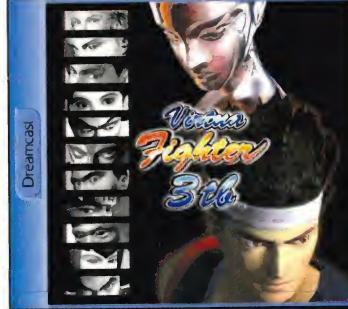
Players: 1-4 ■ Reviewed: Issue 13

From the same team behind Decathlete on the Saturn. Decathlete was great, Virtua Athlete, on the other hand, is a complete and utter pile of arse. It demands little skill and uses a graphics engine so poor, 32-bit PlayStation games like International Track & Field still manage to top it. What a waste of time and money!

VIRTUA FIGHTER 3TB

Publisher ■ Sega

7



Players: 1-2 ■ Reviewed: Issue 1

Perhaps the weakest of Sega's flagship games, Virtua Fighter 3TB seemed to suffer somewhat from hurried development and testing. Even though it was a launch title, beat-'em-ups have since progressed leaps and bounds. Basically, Virtua's generally a solid title, but it's dramatically dwarfed by the likes of Soul Calibur.

VIRTUA STRIKER 2: VERSION 2000.1

Publisher ■ Sega



Players: 1-2 ■ Reviewed: 5

Virtua Striker has always been welcomed with open arms in the arcades and with the Dreamcast around it's an easy cash in to make by releasing this title. Although this is a flash example of what the DC can do it hasn't got a pick-up-and-play philosophy. learning curve? What learning curve? Looks good. Plays bad.

WHO WANTS TO BE A MILLIONAIRE

Publisher ■ Eidos



Players: 1-4 ■ Reviewed: 15

Though WWBTAM? accurately re-creates the show, with Tarrant's vocal talents and screens taken directly from the popular quiz, the limited questions (2000 in all) soon get you down. It might be accurate, but where's the risk in gambling on that £250,000 question when you know you're going to win sod all anyway?

WILD METAL

Publisher ■ Take 2 Interactive

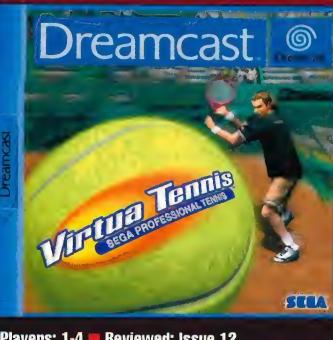


Players: 1-2 ■ Reviewed: Issue 6

Combining the right amount of strategy with the perfect sprinkling of action, this game has a little of everything. Action takes place in very desolate environments and you choose from many uniquely designed battle tanks to take on the various enemies you encounter. After around... oooh... ten minutes play, you'll be hooked.

VIRTUA TENNIS

Publisher ■ Sega



Players: 1-4 ■ Reviewed: Issue 12

Without doubt, the best tennis game we have ever played. It doesn't matter if you're a fare weather fan or a hardened tennis junky, Virtua Tennis has got the lot. From the earliest days of video games, tennis has played a major role and it seems fitting that this is the pinnacle.

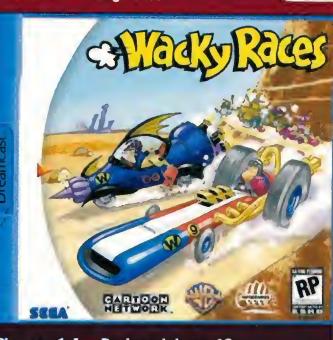
BEST OF THE BEST

Football SEGA WORLD-WIDE SOCCER 2000 EURO EDITION

Let's get one thing straight; it's not ISS Evolution, though it gives it a bloody good go. The graphics are great, the animation is good, but it's slightly let down by a less than God-like control system. If you're a bit of a footy connoisseur, try before you buy, but the chances are you already have. Expect the new version by the end of the year.

WACKY RACES

Publisher ■ Infogrames



Players: 1-4 ■ Reviewed: Issue 10

Wacky Races is a great karting game full of invention and humour. It manages to succeed in being both fun and a great challenge. With so many modes to conquer and bonuses to unlock, decent gameplay and excellent graphics, let us hope that Wacky Races will herald a new generation of karting games. Or maybe not.

WALT DISNEY WORLD QUEST: MAGICAL RACING

Publisher ■ Eidos



Players: 1-4 ■ Reviewed: 14

Though targeted at younger gamers, MRT is too hard and dreary for kids to enjoy. Disney might be well known for its animation at the cinema, but this DC effort has fallen decidedly short of expectations. Basic backgrounds, foggy multi-player modes and pop-up in the middle distance spells doom for MRT.

WWF ROYAL RUMBLE

Publisher ■ THQ

Players: 1-4 ■ Reviewed: Issue 14

Royal Rumble is a much cleaner game than its rather lacking competition, with fast and smooth animations, solid controls and action no longer limited to the ring. Great in multi-player, if a little limited in single-player, but certainly the best yet. Keep your eyes peeled for more wrestling titles on the way though - things could be better.

ZOMBIE REVENGE

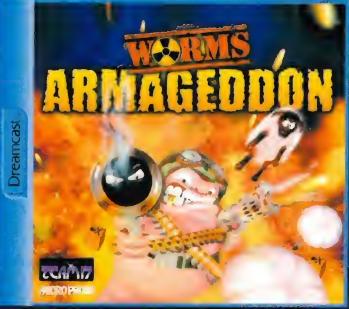
Publisher ■ Sega

Players: 1-3 ■ Reviewed: Issue 6

Although there's plenty of cool weapons for you to get hold of in this scrolling scrapper, it hasn't quite got the 'umph' we expected. The action is rather repetitive and the voice acting in cut-scenes is among the most laughable you'll witness. A complete lack of long-term challenge is the deal breaker - such a shame...

WORMS ARMAGEDDON

Publisher ■ Hasbro

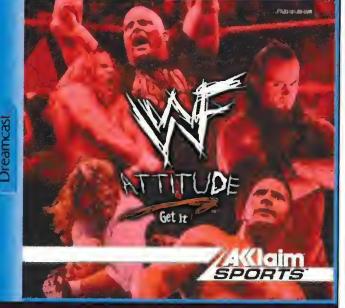


Players: 1-4 ■ Reviewed: Issue 4

With more weapons, redesigned terrain and extra game modes, this classic title is best on the Dreamcast. All the usual options are there allowing you to name your own worms, set a time limit on the completion of each move and, of course, choose your team's special weapon. Watch out for an online version by Christmas 2000...

WWF ATTITUDE

Publisher ■ Acclaim



Players: 1-2 ■ Reviewed: Issue 4

Should've been a wrestling revolution, but it's far from it. All your faves are there, and you can also recreate most of the specialist match types of the WWF. Unfortunately, Acclaim's licensing deal had almost expired and there was no time for improvements from its port from PlayStation to Dreamcast, resulting in substandard graphics and a general 32 bit feel.

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All reviewed this issue...

Dream OR hIGHTMARE?

Okay, we know that some may find what we're about to say unfair, claiming we've just unearthed two isolated examples and not a lot else. We're aware of that. We hope that what we found when we went out to buy a Dreamcast isn't replicated across the country, or else Sega are stuffed before Christmas has begun.

It started as a simple experiment. Send one of our writers into the local branches of two major electrical retailers beginning with 'C' (where most people are likely to get their new consoles this Christmas) and try and buy a Dreamcast. Half an hour later, our man came home empty-handed. And, in our view, what happened was a disgrace.

Store One? In he walked, went over to the console display and found four PSOne boxes, a scattering of badly-organised games and not a salesperson in sight. After a little more investigating, he uncovered a sign saying Dreamcasts were £149, listing the various packs on offer. The only problem was that it listed how many pick-and-mix games he could have, with no prices next to the pack options. As for a list of what the actual pick-and-mix games were, not a chance. With no sales assistant around, he hopped it next door.

Pull Your Finger Out

Even worse. A demo Dreamcast was found, not connected to anything. No price lists at all, but some DC games and DC peripherals gave us some hope. So he went to the counter and asked. Big mistake. A helpful assistant, to be fair, searched through various pieces of paper, before informing us after several minutes that you could only buy a Dreamcast in a game pack, and you get a Chu Chu too. Until informing us that they only had one in stock, which we couldn't have as it was

the display model. Whilst we've not got anything against the assistant who did endeavour to help him out, the lack of a salesperson with console knowledge was particularly worrying.

These incidents both took place during November, when we're guessing that many will be looking to buy a console for their anklebiters. The thought of them being met by the sights that greeted us sends shudders through us. Two major retailers, never mind not pushing the vast array of exciting titles for the console, couldn't even sell us the damn thing. And that's a piss-poor state of affairs.

It's not tricky economics. People are looking to buy consoles this Christmas. They can't have a PS2 off the shelf, so it's Dreamcast (which brings them in a larger slice of cash) or PSOne to choose from (unless their kids love *Pokémon*), and when big stores can't even be arsed to stick a box on a shelf, let alone set up a display unit, then all Sega's work could be in vain. So pull your fingers out, frankly. We hope these are isolated cases, and we urge Sega to work with the retailers to at least give them the vaguest idea of what they have on their hands. And to those major stores; it's time you started pulling your socks up.

Still, we got a damn fine washing machine while we were there...

Alan King

Videogames Journalist



NEXT MONTH

The most eagerly awaited DC sports game since Virtua Tennis - reviewed next month!

TONY HAWK'S PRO SKATER™

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Dino Crisis
Dynamite Cop
Dynamite Deka

E - 05

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Elemental Gimmick Gear
Episode One: Racer
Evolution
Evolution 2
Expendable

F - 06

Fighting Force 2
Flag to Flag
Four Wheel Thunder
Furfighters

G - 07

Gauntlet Legends
Generator
Get Bass

Giant Gram All Japan Wrest.
Giant Gram All J. Pro Wrest. 2

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J - 10

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L - 12

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M - 13

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Speed Devil
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Street Fighter 3
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Toy Commander
Toy Story 2
Trickstyle

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UEFA Striker
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Worms: Armageddon
WWF Attitude
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Zombie Revenge

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